

Welcome to the Online Help for Persona 5 Royal



Struggling to steal the hearts of those evil adults? Never fear, fellow Phantom Thieves! The online help for Persona 5 Royal is here!



The Royal Edition

[Accessing the Third Semester](#)



The Confidants

[Confidants and Their Benefits](#)



The Battle System

[How do I Fight Shadows?](#)



Written by Aidan Lee

TOC

Welcome to the Online Help for Persona 5 Royal	i
What is the Difference Between Persona 5 and Persona 5 Royal?	1
Watch the Opening	2
Look at the Main Menu	3
Look Out for a Key Character	4
Accessing the Third Semester	5
Ensure You Have the Correct Version	5
Progress Through the Story	6
Rank Up the Councillor Arcana	7
Remember Your Friends	8
Refuse The Offer	9
Related Topics	9
After School Activities	10
Yongen-Jaya	11
Time-Consuming Activities:	11
Shibuya	12
Free Activities:	12
Time-Consuming Activities:	13
Aoyama-Itchome	14
Free Activities:	14
Time-Consuming Activities:	14
Shinjuku	15
Free Activities:	15
Time-Consuming Activities:	16
Akihabara	17
Free Activities:	17
Time-Consuming Activities:	17
Kichijoji	18
Time-Consuming Activities:	18
Other Locations	19
Time-Consuming Activities:	19
Confidants and Their Benefits	20
Igor, The Fool Arcana	20
Confidant Abilities:	20
Caroline and Justine, The Strength Arcana	21
Confidant Abilities:	21
Morgana, The Magician Arcana	22
Confidant Abilities:	22
Ryuji Sakamoto, The Chariot Arcana	23
Confidant Abilities:	23

Ann Takamaki, The Lovers Arcana	24
Confidant Abilities:	24
Sojiro Sakura, The Hierophant Arcana	25
Confidant Abilities:	25
Yusuke Kitagawa, The Emperor Arcana	26
Confidant Abilities:	26
Makoto Nijima, The Priestess Arcana	27
Confidant Abilities:	27
Futaba Sakura, The Hermit Arcana	28
Confidant Abilities:	29
Haru Okumura, The Empress Arcana	29
Confidant Abilities:	30
Yuuki Mishima, The Moon Arcana	30
Confidant Abilities:	31
Sadayo Kawakami, The Temperance Arcana	31
Confidant Abilities:	32
Tae Takemi, The Death Arcana	32
Confidant Abilities:	33
Munehisa Iwai, The Hanged Man Arcana	33
Confidant Abilities:	33
Ichiko Ohya, The Devil Arcana	34
Confidant Abilities:	34
Chihaya Mifune, The Fortune Arcana	35
Confidant Abilities:	35
Shinya Oda, The Tower Arcana	36
Confidant Abilities:	36
Hifumi Togo, The Star Arcana	37
Confidant Abilities:	38
Toranosuke Yoshida, The Sun Arcana	38
Confidant Abilities:	39
Sae Nijima, The Judgement Arcana	39
Confidant Abilities:	40
Goro Akechi, The Justice Arcana	40
Confidant Abilities:	40
Kasumi Yoshizawa, The Faith Arcana	41
Confidant Abilities:	42
Takuto Maruki, The Councillor Arcana	42
Confidant Abilities:	43
How do I Fight Shadows?	44
Entering Battle	44
Ambushing Enemies	45
Being Ambushed by Enemies	45
Navigating the Battle HUD	46
ORDER	47

GUN	47
PERSONA	48
ITEM	49
GUARD	49
ATTACK	50
Analyze	50
Intel	51
Rush	51
Assist	52
Fusing Personas	53
Access the Velvet Room	53
Register or Summon New Personas in the Compendium	54
Select the Fusion Option	55
Choose the Type of Fusion	56
Pick Personas to Fuse	57
Select Inherited Trait and Skills	58
Confirm Fusion	59

What is the Difference Between Persona 5 and Persona 5 Royal?

Persona 5 Royal is available on virtually every modern gaming platform. However, four years prior to its release, the original version was released for the PlayStation 3 and PlayStation 4 platforms. This guide exclusively follows the *Persona 5 Royal* version—not *Persona 5*. To ensure you have the correct copy, check out these key differences.

Watch the Opening



The most immediate difference you can notice is in the opening animation. Persona 5 Royal features a brand-new opening with a different theme song, "Colors Flying High," which replaces the original "Wake Up, Get Up, Get Out There" from Persona 5. The

animation style is also updated, giving it a fresh, colourful look while retaining the stylish aesthetic of the original

Look at the Main Menu



The main menu in Persona 5 Royal has been revamped to include a new background and menu options. Rather than a gritty underground subway tunnel, the background now showcases downtown Tokyo in all its glitz and glamour. The layout and overall design remain sleek and stylish but feature more vibrant colours and added details.

Look Out for a Key Character



One of the most significant additions in Persona 5 Royal is the inclusion of a new playable character, Kasumi Yoshizawa. If you encounter her early in the game, you're playing Persona 5 Royal. Kasumi plays a crucial role in the new content and adds more depth to the story, especially in the third semester, which is unique to Persona 5 Royal.

By checking these features, you can confirm that you're playing Persona 5 Royal and fully enjoy the expanded content and improvements it offers over the original Persona 5.

Accessing the Third Semester

Persona 5 Royal introduces a third semester that adds new story content, characters, and gameplay features. To access this content, certain conditions must be met during your play-through.

1. Ensure You Have the Correct Version



Check our [What's the difference between Persona 5 and Persona 5 Royal?](#) guide to ensure you have the correct version of Persona 5. The third semester was added as part of Persona 5 Royal and is not a part of Vanilla Persona 5.

2. Progress Through the Story



Play through the main story as usual, ensuring a good balance between infiltrations and other after-school activities.

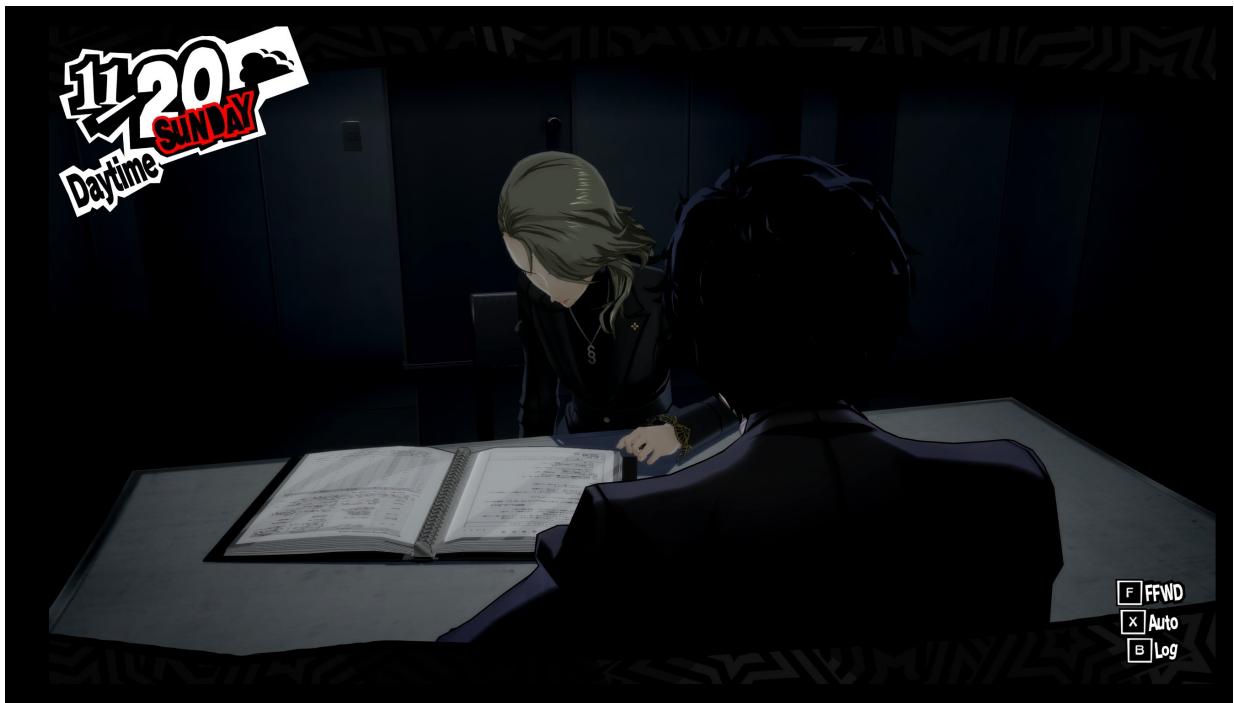
3. Rank Up the Councillor Arcana



Once, [Takuto Maruki](#) becomes available, focus on increasing your relationship with him. You **must** reach Rank 9 with Maruki before November 17th. Remember to bring a Persona of the Councillor Arcana with you to your sessions with Maruki to help speed things up. This is the most important part.

**HEAVY SPOILERS B-
ELOW!
PROCEED AT OWN -
RISK!**

4. Remember Your Friends



Following the sixth Palace, the protagonist will be subject to a series of questions from Sae Nijima. In order to access the third semester, players must **remember the importance of the bonds they made** and feign ignorance.

5. Refuse The Offer



During the vanilla version's final act, the protagonist will have a final confrontation with Igor and his attendants in the Velvet Room. Eventually, the protagonist will have a choice to "accept" or "refuse" an offer propositioned by Igor. **Refuse him** to avoid a bad ending and continue with the story.

Doing all of the above will give the players access to the third semester. The most important part to complete is **Maruki's confidant before November 17th**. Should players make a wrong choice, Nijima's question and Igor's offer can simply be attempted again in a previous save.

Related Topics

[What is the Difference Between Persona 5 and Persona 5 Royal?](#)

After School Activities



In Persona 5 Royal, after school activities are crucial for building social stats, improving Confidant relationships, and enhancing your overall gameplay experience. There are two types of activities. **Free Activities** do not pass the time. **Time-Consuming Activities** change daytime into evening and evening into the next day. Make sure to keep this in mind during your playthrough to make the most out of your time.

Here's a detailed list of available activities categorized by their location in Tokyo.

Yongen-Jaya



A quiet residential area where the protagonist lives in Café Leblanc. It offers a variety of local shops, including a second-hand store and a clinic.

Time-Consuming Activities:

ACTIVITY	EFFECT	AVAILABILITY
Sojiro Sakura	+Confidant Rank points	Evening - Monday, Tuesday, Thursday, Friday, Saturday, Sunday
Sadayo Kawakami	+Confidant Rank points	Evening - Friday, Saturday
Futaba Sakura	+Confidant Rank points	Daytime - Wednesday, Thursday, Saturday, Sunday (Non-rainy days)
Tae Takemi	+Confidant Rank points	Daytime - Everyday (Dependent on Guts and

		Charm Rank)
Batting Cages	+Proficiency	Anytime
Bathouse	+Charm	Evening
Laundry	Receive new pieces of armour from up to 4 washed pieces of dirty armour	Anytime
Movie Theatre	Boosts different social stat based on screening	Anytime

Shibuya



A bustling commercial district known for its vibrant nightlife and shopping. It's home to the Underground Mall, Central Street, and the iconic Scramble Crossing. The area is a hub for various activities and social interactions.

Free Activities:

ACTIVITY	EFFECT	AVAILABILITY
Pamlet Stand	Apply for a part-time job	Anytime
Vegetariano	Boosts a different social stat every week	Sunday
Lottery	Potential cash winnings	Everyday for scratch lottery Other tickets have varying schedules

Time-Consuming Activities:

ACTIVITY	EFFECT	AVAILABILITY
Munehisa Iwai	+Confidant Rank points	Evening - Thursday, Saturday, Sunday
Ann Takamaki	+Confidant Rank points	Daytime - Monday, Tuesday, Wednesday, Friday, Sunday
Yusuke Kitagawa	+Confidant Rank points	Daytime - Everyday
Toranosuke Yoshida	+Confidant Rank points	Evening - Sunday (Non-rainy)
Yuuki Mishima	+Confidant Rank points	Evening - Every non-rainy day (Dependent on completing Mementos requests)
Ryuji Sakamoto	+Confidant Rank points	Every Weekend and Holiday
777	+¥2,800	Daytime
Rafflesia	+¥3,200	Anytime
Ore no Beko	+¥3,600	Evening
Protein Lovers Gym	+HP, +SP (Amount varies on number of gym visits and protein taken beforehand)	Anytime
Diner	+Knowledge	Anytime
Movie Theatre	Boosts different social stat based on screening	Anytime
Big Bang Burger	+Guts for attempting Big Bang challenge	Anytime

	+All Social Stats for succeeding Big Bang challenge Accessory rewarded upon success	
--	--	--

Aoyama-Itchome



The location of Shujin Academy, where the protagonist and his friends attend school.

Free Activities:

ACTIVITY	EFFECT	AVAILABILITY
Gardening	Obtain consumable vegetables that grant certain status effects (+HP, +SP, etc.)	After certain story events

Time-Consuming Activities:

ACTIVITY	EFFECT	AVAILABILITY
Ryuji Sakamoto	+Confidant Rank points	Daytime - Every Week-day
Takuto Maruki	+Confidant Rank points	Daytime - Monday, Tuesday, Friday (School days only)

Makoto Nijima	+Confidant Rank points	Daytime - Tuesday, Thursday, Saturday, Sunday
Haru Okumura	+Confidant Rank points	Daytime - Monday, Tues- day, Wed- nesday, Thursday, Fri- day, Saturday (Non-rainy days)
Study in Library	+Knowledge +Guts (only in the first chapter)	School days

Shinjuku



A lively district famous for its entertainment, nightlife, and red-light district. The area is bustling with people and activities at all hours.

Free Activities:

ACTIVITY	EFFECT	AVAILABILITY
Fortune-Telling	Available readings depends on Con- fidant Rank with Chihaya Luck Reading: Temporarily increases	Tuesday, Thursday, Saturday,

	<p>the growth rate (50%) of a selected social stat.</p> <p>Money Reading: Temporarily increases money earned from battle.</p> <p>Affinity Reading: Deepens your bond (+1) with a Confidant of your choice.</p> <p>Special Fate Reading: Provides a preview of all abilities for a Confidant of your choice.</p> <p>Celestial Reading: Increases the chances of fusion alarms occurring in the Velvet Room.</p> <p>Special Bond Reading: Displays the responses that grant the highest confidant points during Confidant events.</p>	Sunday (Non-rainy days)
--	--	-------------------------

Time-Consuming Activities:

ACTIVITY	EFFECT	AVAILABILITY
Chihaya Mifune	+Confidant Rank points	Evening: Tuesday, Thursday, Saturday, Sunday (Non-rainy days)
Ichiko Ohya	+Confidant Rank points	Evening - Any day
Yuuki Mishima	+Confidant Rank points	Evening - Every non-rainy day (Dependent on completing Mementos requests)
Movie Theatre	Boosts different social stat based on screening	Anytime
Crossroads	+¥5,000	Evening

Akihabara



The electronics and otaku culture centre of Tokyo, known for its numerous shops selling anime, manga, video games, and electronics. It's a haven for tech enthusiasts and fans of Japanese pop culture, with various events and themed cafes.

Free Activities:

ACTIVITY	EFFECT	AVAILABILITY
Claw Machine	Chance to obtain a doll for decoration	Anytime

Time-Consuming Activities:

ACTIVITY	EFFECT	AVAILABILITY
Shinya Oda	+Confidant Rank points	Daytime - Monday, Tuesday, Thursday, Saturday
Yuuki Mishima	+Confidant Rank points	Evening - Every non-rainy day (Dependent on completing Mementos requests)
Maid Cafe	+Charm	Anytime

Kichijoji



A trendy and relaxed district offering a mix of shopping, dining, and leisure activities. The area is known for its artistic vibe and unique shops.

Time-Consuming Activities:

ACTIVITY	EFFECT	AVAILABILITY
Goro Akechi	+Confidant Rank points	Evening - Monday, Tuesday, Wednesday, Thursday, Friday, Saturday
Kasumi Yoshizawa	+Confidant Rank points	Daytime - Wednesday (June, September, October, November), Thursday and Sunday on occasion (July, August, December), any Weekday in January
Billards	+Social Stat	Anytime

	Upgrade Technical combo attacks	
Darts	+Proficiency Upgrades Baton Pass of present party members	Anytime
Temple	+SP	Daytime
Jazz Club	Boosts invited party member's Persona stats Unique Skill Cards on Sunday	Evening

Other Locations

Time-Consuming Activities:

ACTIVITY	EFFECT	AVAILABILITY
Meiji Shrine	+Confidant Rank points	Daytime
Fishing (Ichigaya)	Fish gained for HP during heists and Mementos runs	Anytime
Hifumi Togo (Kanada Church)	+Confidant Rank points	Evening - Monday, Wednesday, Saturday, Sunday
Confession Booth (Kanada Church)	Remember forgotten Persona skills	Anytime

Confidants and Their Benefits

In Persona 5 Royal, building relationships with key characters, known as Confidants, is crucial. Each Confidant offers unique benefits that enhance your gameplay experience, from aiding in battles to improving social interactions. Below is a comprehensive guide to all Confidants, their benefits, and the abilities you unlock at each rank. The higher the Confidant rank, the greater EXP bonus you get when you [fuse a Persona](#) of their respective Arcana.

Igor, The Fool Arcana



The Velvet Room's long-nosed enigmatic host. Igor predicts disaster in the protagonist's future and offers them assistance in rehabilitation.

Availability: Automatically progresses with the story

Confidant Abilities:

RANK	ABILITY
1	Wild Talk: Allows you to negotiate with Shadows after performing a Hold Up Arcana Burst: Earn bonus EXP when fusing Personas based on their Arcana's Confidant rank
2	Third Eye: Lets you see things normally invisible to the naked eye.
3	Power Stock: Increases your Persona stock to 8 slots.
4	
5	Super Stock: Increases your Persona stock to 10 slots.
6	High Arcana Burst: Increases the EXP bonus granted by Arcana Burst.

7	
8	Ultra Stock: Increases your Persona stock to 12 slots.
9	
10	Max Arcana Burst: Greatly increases the EXP bonus granted by Arcana Burst.

Caroline and Justine, The Strength Arcana



The Velvet Room's twin attendants. The authoritative Caroline and the reserved Justine assist the protagonist in strengthening their abilities by offering unique challenges.

Availability: Anytime

Location: The Velvet Room

Confidant Abilities:

RANK	ABILITY
1	Group Guillotine: Allows you to fuse three Personas to create powerful new ones.
2	
3	Lockdown: Allows you to leave a Persona to learn an attribute resistance.
4	
5	Special Treatment: Allows you to pay to create Personas of a higher level.
6	
7	

8	Guillotine Booster: Increases the possible fusions of Personas in Group Guillotine (4+).
9	
10	VIP Treatment: Reduces the amount of money needed for Special Treatment.

Morgana, The Magician Arcana



A mysterious (totally not a talking cat) creature who serves as a guide to the Phantom Thieves as they navigate through unknown territory. Hates it when people say he is a cat and is not afraid to throw insults.

Availability: Automatically progresses with the story

Confidant Abilities:

RANK	ABILITY
1	Infiltration Tools: Allows you to craft basic infiltration tools.
2	
3	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy.
4	Kitty Talk: If negotiation with an animal-type Shadow fails, you can try again.
5	Pickpocket: Chance to obtain an item when Joker performs a melee attack.
6	Ace Tools: Allows you to craft all infiltration tools.
7	Harisen Recovery: Chance to cure status ailments inflicted upon party mem-

	bers.
8	Endure: Chance to withstand an otherwise fatal attack with 1 HP remaining.
9	Protect: Chance to shield Joker from an otherwise fatal attack.
10	Second Awakening: Evolves Persona.
MAX	Third Awakening: Evolves Persona.

Ryuji Sakamoto, The Chariot Arcana



The rebellious former Shujin Academy track star with a strong sense of justice and hatred towards evil adults. Although he walks with a limp, Ryuji would run through a wall for his friends.

Availability: Daytime - Every Day

Location: In front of staircase by classroom 2D (Weekdays), Shibuya Arcade (Weekends and Holidays)

Confidant Abilities:

RANK	ABILITY
1	
2	Punk Talk: If negotiation with an upbeat Shadow fails, you can try again.
3	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy.
4	Stealth Dash: Makes you less likely to be found in the Metaverse while dashing.

5	
6	Harisen Recovery: Chance to cure status ailments inflicted upon party members.
7	Insta-kill: When encountering a weak Shadow (green enemy, 10 levels or lower), you may destroy it immediately. (Gains all EXP, money, items, and a persona as if that battle was won normally. Can trigger Jose effects and Fusion alerts.)
8	Endure: Chance to withstand an otherwise fatal attack with 1 HP remaining.
9	Protect: Chance to shield Joker from an otherwise fatal attack.
10	Second Awakening: Evolves Persona.
MAX	Third Awakening: Evolves Persona.

Ann Takamaki, The Lovers Arcana



The compassionate and strong-willed part-time model, Ann has had a hard time fitting in at Shujin Academy due to her looks. Ridden with guilt after being unable to protect someone close to her, Ann promises to never let anyone suffer a fate like that again.

Availability: Daytime - Monday, Tuesday, Wednesday, Friday, Sunday

Location: 2D Classroom (Rank 2), Shibuya Underground Mall (Weekdays, Weekends, and Holidays)

Confidant Abilities:

RANK	ABILITY
1	

2	Girl Talk: If negotiation with a female Shadow fails, you can try again.
3	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy.
4	Sexy Technique: Chance to grab the enemy's attention and cancel their action.
5	Crocodile Tears: Chance to force enemies to ask for less during negotiations.
6	Harisen Recovery: Chance to cure status ailments inflicted upon party members.
7	
8	Endure: Chance to withstand an otherwise fatal attack with 1 HP remaining.
9	Protect: Chance to shield Joker from an otherwise fatal attack.
10	Second Awakening: Evolves Persona.
MAX	Third Awakening: Evolves Persona.

Sojiro Sakura, The Hierophant Arcana



The gruff yet charming owner of Café Leblanc, Sojiro accepts a deal to take the protagonist under his (café) roof after they were put on probation. Despite his cold exterior, he deeply cares for his family and he makes a mean curry.

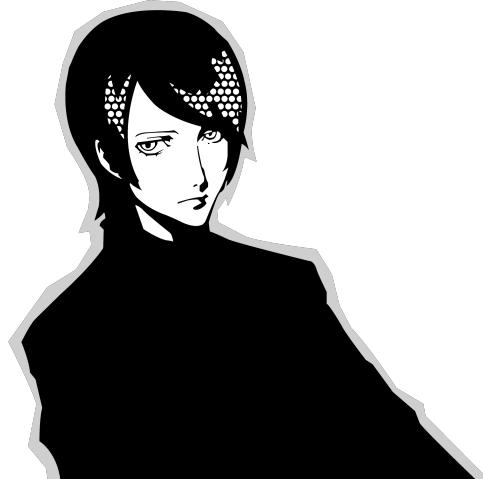
Availability: Evening - Monday, Tuesday, Thursday, Friday, Saturday, Sunday

Location: Café Leblanc

Confidant Abilities:

RANK	ABILITY
1	
2	Coffee Basics: Brew coffee that recovers 30 SP for 1 ally.
3	
4	Leblanc Curry: Cook curry that recovers 20 SP for all allies.
5	
6	Coffee Mastery: Brew coffee that recovers 100 SP for 1 ally.
7	
8	
9	Curry Tips: Cook curry that recovers 50 SP for all allies.
10	Curry Mastery: Cook curry that recovers 100 SP for all allies.

Yusuke Kitagawa, The Emperor Arcana



The eccentric, often out-of-touch, student artist at Kosei High School, Yusuke's passion for art leads him towards an unconventional worldview. He is cold and haughty until an incident involving the Phantom Thieves occurs.

Availability: Daytime - Everyday

Location: Shibuya Underground Walkway

Confidant Abilities:

RANK	ABILITY
1	Card Duplication: Allows Yusuke to duplicate Skill Cards after 1 day.

2	
3	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy.
4	Art Talk: If negotiation with a lone Shadow fails, you can try again.
5	Card Creation: Allows Yusuke to create any Skill Card he has copied before after 1 day.
6	Harisen Recovery: Chance to cure status ailments inflicted upon party members.
7	Live Painting: Allows Yusuke to use Card Duplication and Card Creation on the spot.
8	Endure: Chance to withstand an otherwise fatal attack with 1 HP remaining.
9	Protect: Chance to shield Joker from an otherwise fatal attack.
10	Second Awakening: Evolves Persona.
MAX	Third Awakening: Evolves Persona.

Makoto Nijima, The Priestess Arcana



Shujin Academy's highly intelligent and woefully unpopular student council president. Misunderstood to be a selfish control freak, circumstances led her to a confrontation with the Phantom Thieves.

Availability: Daytime - Tuesday, Thursday, Saturday, Sunday

Location: Student Council Office (Weekdays), Shujin Academy Gates (Weekends and Holidays)

Confidant Abilities:

RANK	ABILITY
1	Shadow Calculus: Allows you to see skills and potential item drops on the analysis screen
2	
3	Black Belt Talk: If negotiation with a martial arts-using Shadow fails, you can try again
4	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy
5	
6	Harisen Recovery: Chance to cure status ailments inflicted upon party members
7	Shadow Factorization: Allows you to see Null, Repel, and Drain when highlighting a target in battle
8	Endure: Chance to withstand an otherwise fatal attack with 1 HP remaining
9	Protect: Chance to shield Joker from an otherwise fatal attack
10	Second Awakening: Evolves Persona
MAX	Third Awakening: Evolves Persona

Futaba Sakura, The Hermit Arcana



A shut-in with unparalleled computer skills and a love for all things gaming. She is desperate to break free of her mental health condition and seeks unconventional methods to do so.

Availability: Daytime - Wednesday, Thursday, Saturday, Sunday (Non-rainy days)

Location: In front of Café Leblanc

Confidant Abilities:

RANK	ABILITY
1	Moral Support: Chance to cast Kaja or party-healing magic during battle
2	Mementos Scan: Chance to fully map a floor of Mementos when entering that floor
3	
4	Position Hack: Chance to instantly Hold Up enemies when starting a battle
5	
6	Active Support: Moral Support may now Charge or recover SP
7	Treasure Reboot: Chance to replenish all palace search objects after battle
8	
9	Emergency Shift: Chance to swap current party with backups when 2 or more people are KO'd
10	Final Guard: Chance to nullify a fatal attack to a current party member Second Awakening: Evolves Persona
MAX	Third Awakening: Evolves Persona.

Haru Okumura, The Empress Arcana



The kind and wealthy heiress to the Okumura empire with a passion for gardening. Despite her gentle demeanour, she is determined to fight against the actions of evil adults; even if they are the actions of those close to her.

Availability: Daytime - Monday, Tuesday, Wednesday, Thursday, Friday, Saturday (Non-rainy days)

Location: Shujin Academy Rooftop

Confidant Abilities:

RANK	ABILITY
1	Cultivation: Allows you to grow vegetables with Haru on the Shujin Academy rooftop.
2	
3	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy.
4	Celeb Talk: If negotiation amidst a group of Shadows fails, you can try again.
5	Bumper Crop: Increases the total vegetable yield for a single harvest.
6	Harisen Recovery: Chance to cure status ailments inflicted upon party members.
7	Soil Improvement: Decreases the total amount of time it takes to cultivate vegetables.
8	Endure: Chance to withstand an otherwise fatal attack with 1 HP remaining.
9	Protect: Chance to shield Joker from an otherwise fatal attack.
10	Second Awakening: Evolves Persona.
MAX	Third Awakening: Evolves Persona.

Yuuki Mishima, The Moon Arcana



A clingy and socially awkward second-year at Shujin Academy, Mishima yearns for the chance to change the world as the Phantom Thieves do.

Availability: Evening - Every non-rainy day (Dependent on completing Mementos requests)

Location: Shibuya, Shinjuku, Akihabara

Confidant Abilities:

RANK	ABILITY
1	
2	Mishima's Support: Allows backup members to earn EXP.
3	Mishima's Enthusiasm: Increases EXP earned from battle.
4	
5	Mishima's Desperation: Increases EXP earned by backup members.
6	
7	Phanboy: Greatly increases EXP earned from battle.
8	
9	
10	Salvation Wish: Allows backup members to earn the same EXP as current party members.

Sadayo Kawakami, The Temperance Arcana



An extremely professional teacher at Shujin Academy who is wary of the protagonist and their criminal record. Stressful circumstances lead her to accepting a side hustle.

Availability: Evening - Friday, Saturday

Location: Use the payphone in Café Leblanc

Confidant Abilities:

RANK	ABILITY
1	Slack Off: Allows you to perform various activities (read, craft, or sleep) in Kawakami's class.
2	
3	Housekeeping: Allows you to request Kawakami to make coffee or do laundry for you.
4	
5	Free Time: Allows you to Slack Off in other teachers' classes.
6	Super Housekeeping: Allows you to request Kawakami to make curry or infiltration tools for you.
7	
8	
9	
10	Special Massage: Allows you to request a massage after going into the Metaverse, letting you go out at night.

Tae Takemi, The Death Arcana



Yongen-Jaya's very own doctor who was shunned by the medical community due to a scandal. Despite her morbid nature, she deeply cares for her patients and offers to supply the protagonist in exchange for testing her experimental medicine.

Availability: Daytime - Everyday (Dependent on Guts and Charm Rank)

Location: Takemi Medical Clinic in Yongen-Jaya

Confidant Abilities:

RANK	ABILITY
1	Rejuvenation: Increases the selection of healing items at the clinic.
2	
3	Sterilization: Adds more healing items to the clinic.
4	
5	Immunization: Adds support items to the inventory at the clinic.
6	
7	Discount: Decreases the price (-50%) for all items sold at the clinic.
8	
9	
10	Resuscitation: Increases the selection of revival items at the clinic.

Munehisa Iwai, The Hanged Man Arcana



The intimidating, no-nonsense owner of Shibuya's airsoft shop. Despite reservations, he offers to help the protagonist procure equipment in exchange for their assistance in shady activities.

Availability: Evening - Thursday, Saturday, Sunday

Location: Shibuya airsoft shop

Confidant Abilities:

RANK	ABILITY
1	Starter Customization: Allows you to customize your gun and install upgrades.
2	
3	Camo Customization: Allows you to customize camouflage on your gun, which can inflict ailments.
4	
5	Discount: Decreases the cost (-50%) of gun customization.
6	
7	Expert Customization: Unlock more parts for customization.
8	
9	
10	On The House: Allows you to customize your gun for free.

Ichiko Ohya, The Devil Arcana



The once bold and determined truth-seeking journalist who now spends her days writing anything that will sell. She strikes a deal with the protagonist to get her career back on track.

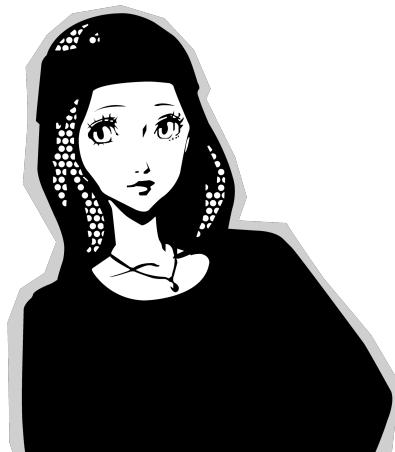
Availability: Evening - Any day

Location: Crossroads in Shinjuku

Confidant Abilities:

RANK	ABILITY
1	Rumor-filled Scoop: Security level decreases when a new Safe Room is discovered.
2	
3	Shocking Scoop: Security level is less likely to rise and will decrease after successful ambush.
4	
5	Unprecedented Scoop: Security level at the start of infiltration is lowered.
6	
7	Outrageous Scoop: Security level at the start of infiltration is lowered further.
8	
9	
10	Legendary Scoop: Allows ambushing of enemies regardless of security level.

Chihaya Mifune, The Fortune Arcana



Shinjuku's mystical and gentle fortune-teller whose abilities caused her to be ostracized from her hometown. She is taken aback once one of her readings reverses fortune and requests to test the protagonist's abilities in exchange for her services.

Availability: Evening - Tuesday, Thursday, Saturday, Sunday (Non-rainy days)

Location: Fortune-telling booth in Shinjuku

Confidant Abilities:

RANK	ABILITY
1	Luck Reading: Temporarily increases the growth rate (50%) of a selected social stat.
2	
3	Money Reading: Temporarily increases money earned from battle.
4	
5	Affinity Reading: Deepens your bond (+1) with a Confidant of your choice.
6	
7	Special Fate Reading: Provides a preview of all abilities for a Confidant of your choice.
8	Celestial Reading: Increases the chances of fusion alarms occurring in the Velvet Room.
9	
10	Special Bond Reading: Displays the responses that grant the highest confidant points during Confidant events.

Shinya Oda, The Tower Arcana



Despite being in elementary school, Oda is a highly competitive video game prodigy who hangs around the arcade in Akihabara. Upon learning the protagonist goes to the same school as the Phantom Thieves, he agrees to teach the protagonist in the art of gaming.

Availability: Daytime - Monday, Tuesday, Thursday, Saturday

Location: Arcade in Akihabara

Confidant Abilities:

RANK	ABILITY
1	Down Shot: Allows you to knock down an enemy with a special shot once per infiltration.
2	Bullet Hail: Chance to enter a gun-based All-Out Attack after a successful ambush.
3	Warning Shot: Able to scare enemies in negotiation to make it easier to obtain a Persona.
4	
5	Laced Bullets: Increases the success rate of an ailment-inflicting gunshot.
6	Cheap Shot: Allows you to use Down Shot three times per infiltration.
7	
8	Electric Slug: Increases the damage inflicted by Bullet Hail.
9	
10	Oda Special: Allows Joker's gun attacks to ignore resistances and hit the enemy.

Hifumi Togo, The Star Arcana



The graceful and reserved undefeated Shogi star of Kosei High School, her passion for the board game is rivaled by her resentment for her celebrity status. Upon facing the protagonist and seeing their gambler's spirit, she agrees to teach them Shogi so that she can research new moves.

Availability: Evening - Monday, Wednesday, Saturday, Sunday

Location: Kanda Church

Confidant Abilities:

RANK	ABILITY
1	Koma Sabaki: Allows you to swap current party with backup members during Joker's turn.
2	
3	Uchikomi: Chance for follow-up by a backup member if Joker downs an enemy.
4	
5	Kakoi Kuzushi: Allows you to attempt an escape, even when surrounded by the enemy.
6	
7	Narikin: Earn double money if a battle is won in 1 turn after a successful ambush.
8	
9	Touryou: Decreases turn delay to zero, allowing you to instantly escape battle.
10	Togo System: Allows you to swap current party with backup members during anyone's turn.

Toranosuke Yoshida, The Sun Arcana



An extremely devoted politician attempting to regain his position despite being shunned by the public due to his blunders. Upon seeing the protagonist prove his worth, he agrees to teach the protagonist the art of public speaking in exchange for their help in his campaign.

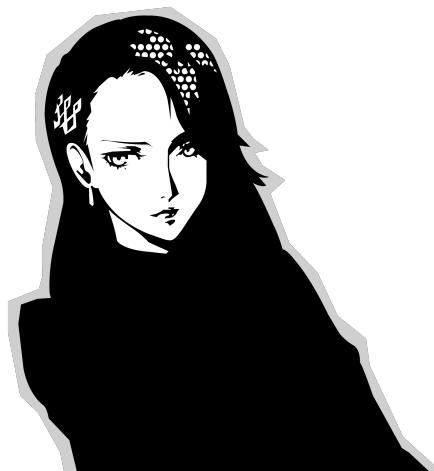
Availability: Evening - Sunday (Non-rainy)

Location: Beside Shibuya Station

Confidant Abilities:

RANK	ABILITY
1	
2	Diplomacy: Occasionally ask for more money or items during negotiations.
3	Fundraising: Allows you to ask for large amounts of money during negotiations.
4	
5	Manipulation: Occasionally raises the chances of an enemy giving you a rare item.
6	
7	
8	Mind Control: Occasionally lets you skip negotiation when attempting to obtain a Persona.
9	
10	Charismatic Speech: Allows you to form contracts with higher-level Shadows.

Sae Nijima, The Judgement Arcana



The serious and intelligent public prosecutor of the Tokyo District Special Investigation Department, Sae interrogates the protagonist over the course of the story. A tragedy has strained her relationship with her younger sister, Makoto.

Availability: Automatically progresses with the story

Confidant Abilities:

RANK	ABILITY
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	True Justice: Cooperate as comrades who fight for justice and seek the truth.

Goro Akechi, The Justice Arcana



The well-mannered and friendly "Detective Prince" who, despite being in high school, works with the police to take down the Phantom Thieves. He takes an interest in the protagonist due to their bold nature.

Availability: Evening - Monday, Tuesday, Wednesday, Thursday, Friday, Saturday

Location: Darts Bar in Kichijoji

Confidant Abilities:

RANK	ABILITY
Upon joining Party	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy. Smooth Talk: If negotiation with a god-like Shadow fails, you can try again.
1	
2	Sleuthing Instinct: Chance to reveal one enemy affinity at the start of battle.
3	
4	Sleuthing Mastery: Chance to reveal all of one enemy's affinities at the start of battle.
5	
6	
7	Harisen Recovery: Chance to cure status ailments inflicted upon party members.
8	
9	
10	Endure: Chance to shield Joker from an otherwise fatal attack Protect: Chance to withstand an otherwise fatal attack with 1 HP remaining.
MAX	Third Awakening: Evolves Persona.

Kasumi Yoshizawa, The Faith Arcana



The cheerful, clumsy, and talented gymnast who is resented for her seemingly perfect life. In an attempt to pay back the protagonist's kindness despite her belief in the rumours surrounding their probation, she agrees to teach them gymnastics in exchange for their help in her personal improvement.

Availability: Daytime - Wednesday (June, September, October, November), Thursday and

Sunday on occasion (July, August, December), any Weekday in January

Location: Kichijoji entrance

Confidant Abilities:

RANK	ABILITY
1	
2	Tumbling: Allows you to avoid being surrounded by enemies in Palaces.
3	
4	Chaînés Hook: Allows you to ambush from a distance by attacking with the grappling hook.
5	
6	Follow Up: Chance to perform a follow-up attack if Joker's attack does not down the enemy. Fitness Talk: If negotiation with any kind of Shadow fails, you can try again.
7	Harisen Recovery: Chance to cure status ailments inflicted upon party members.
8	Endure: Chance to withstand an otherwise fatal attack with 1 HP remaining.
9	Protect: Chance to shield Joker from an otherwise fatal attack.
10	Second Awakening: Evolves Persona.
MAX	Third Awakening: Evolves Persona.

Takuto Maruki, The Councillor Arcana



Shujin Academy's highly clumsy, quirky, and patient volunteer counsellor. As ordered by the school, he reaches out to the protagonist and asks that they and their friends attend his one-on-one sessions.

Availability: Daytime - Monday, Tuesday, Friday (School days only)

Location: First Floor Shujin Academy Practice Building

Confidant Abilities:

RANK	ABILITY
1	
2	Detox X: When Joker is inflicted with an ailment, he may recover immediately.
3	Flow: Chance to receive the effects of Charge and Concentrate at the start of battle.
4	
5	Mindfulness: Chance to restore Joker's SP when it is low.
6	
7	Flow Boost: Raises the chance of Flow succeeding.
8	
9	Detox DX: Raises the chance of Detox X succeeding.
10	Wakefulness: Raises the SP recovered from Mindfulness.

How do I Fight Shadows?

Encountering shadows whilst exploring dungeons allows you to enter Persona 5 Royal's turn-based combat system. Getting a grasp of the various tools at your disposal is key to developing a winning strategy.

Entering Battle



Approaching an enemy enables a red circle to appear on their body, prompting you to press the associated button that shows up along side the "AMBUSH" or "ATTACK" text. Pressing the button, which varies depending on your platform of choice, will enter you into battle.

Ambushing Enemies



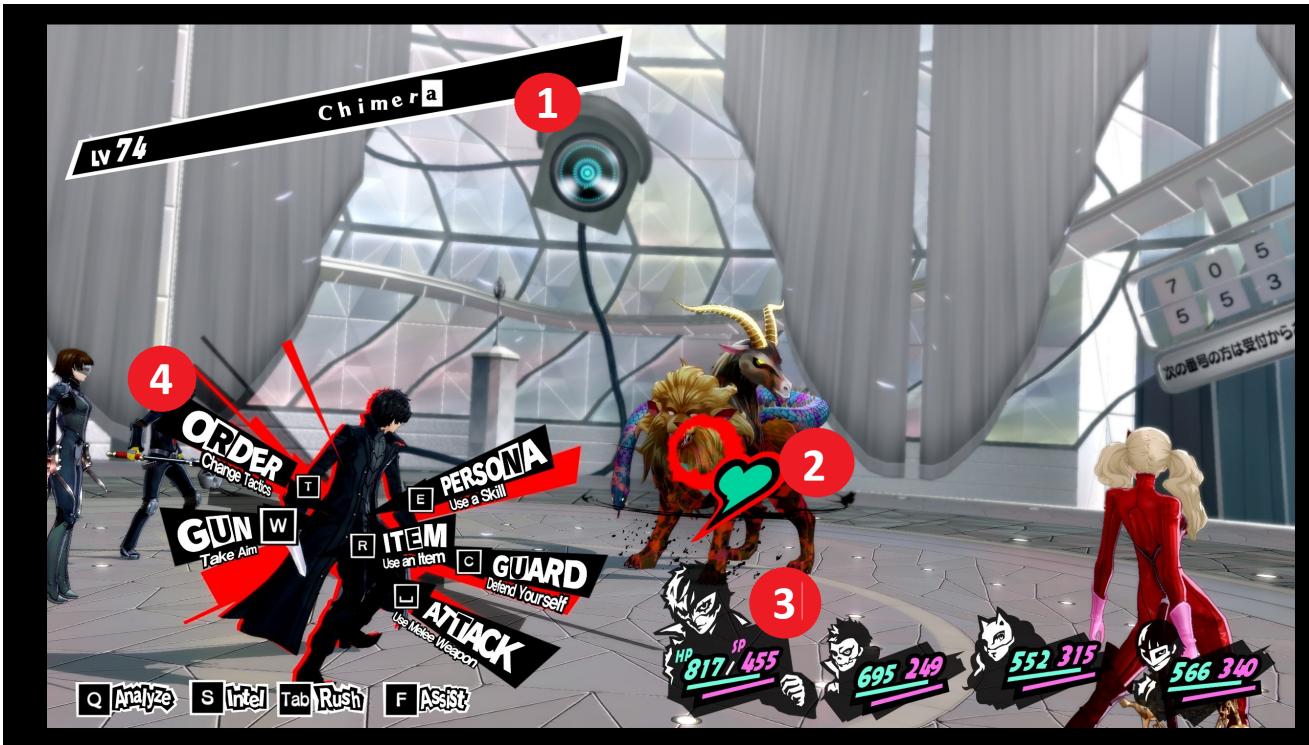
Pressing the "ATTACK" button when you are behind an enemy turns a normal battle encounter into an ambush. Ambushing shadows allows your party to take their turn before the enemy. You can be sure of a successful ambush when the words "AMBUSH" appear before the battle commences.

Being Ambushed by Enemies



If a shadow attacks you before you can press the "ATTACK" button, the battle will turn into an enemy ambush that allows all opponents to take their turn before your party. You can be sure of an enemy ambush when the words "DANGER" appear before the battle commences.

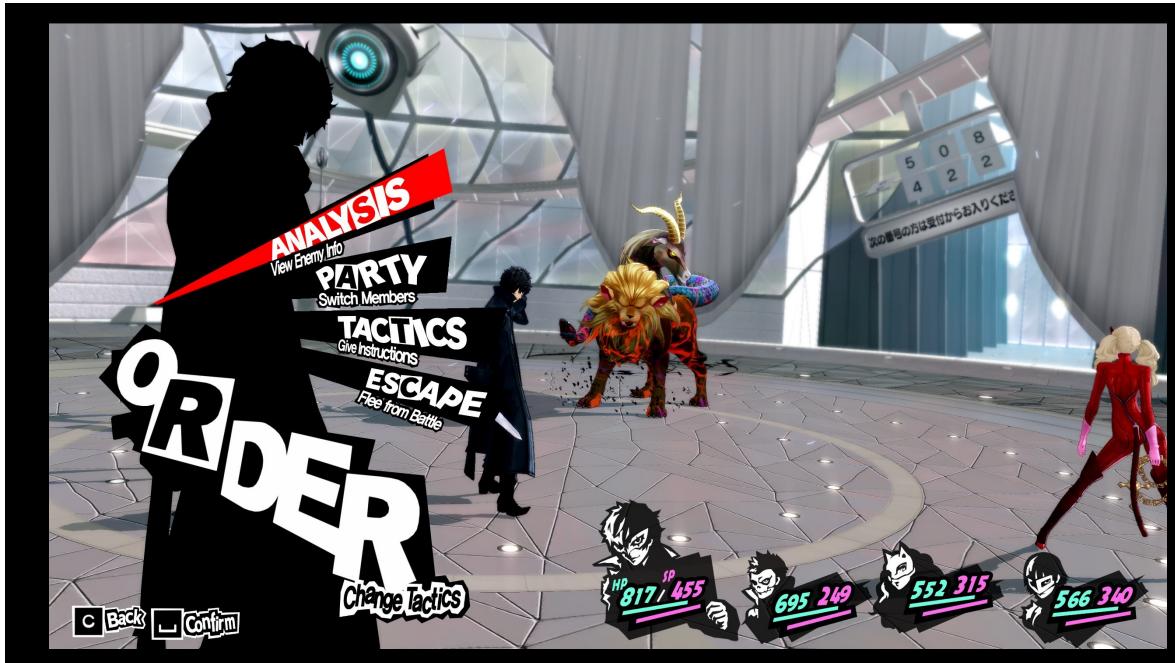
Navigating the Battle HUD



The battle HUD gives you a multitude of information vital to success.

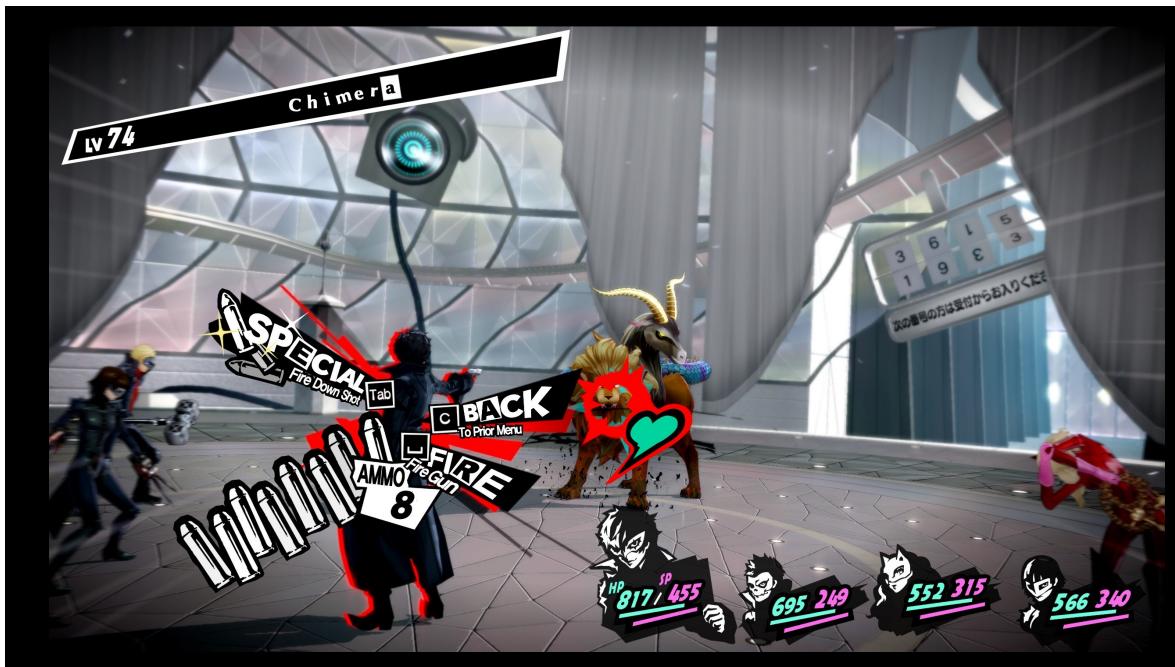
1. **Enemy Information:** The level and name of the shadow the cursor is currently centred on. Any stat buffs and/or debuffs are displayed here as well.
2. **Enemy Health:** The health of the enemy the battle cursor is currently centred on is displayed here.
3. **Party Health:** The health of each of your party members is displayed here. Any ailments suffered are displayed through visual changes to their respective portraits.
4. **Commands:** The various commands and actions you can take are displayed in this mini menu.

ORDER



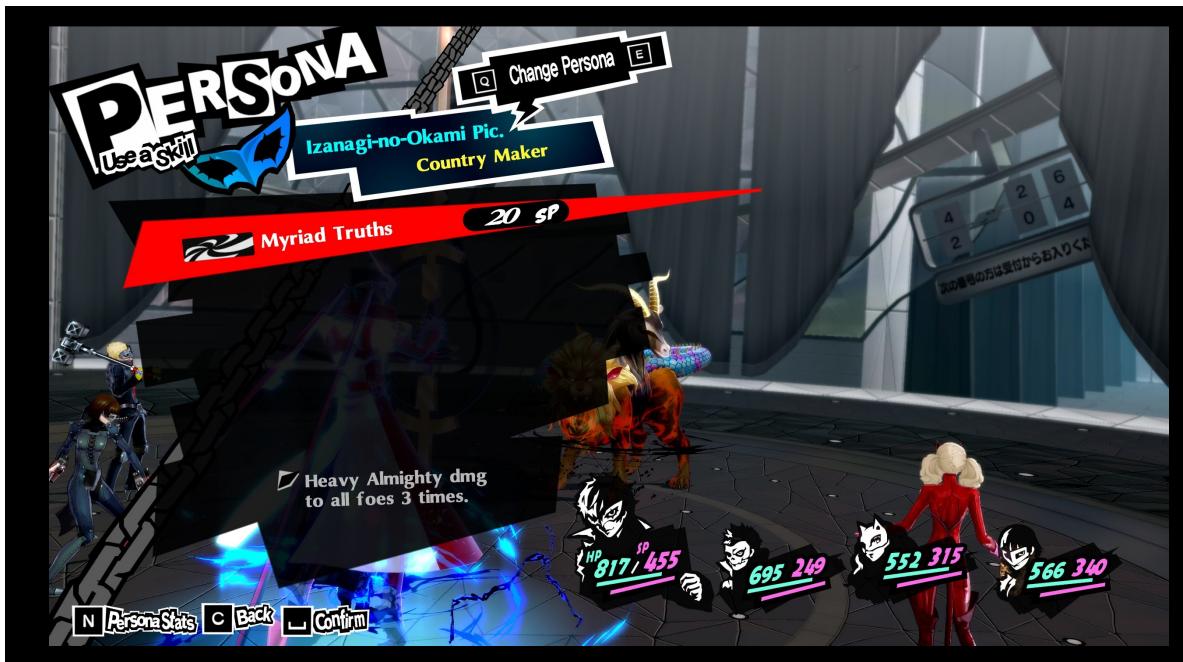
Analyze enemies with the **ANALYSIS** option. Party members may be swapped out with the **PARTY** option upon reaching a certain rank with one of the Confidants. Change whether you want to take control of all or certain party members' actions once their turn arrives or have A.I. direct their move with the **TACTICS** option. Should the battle prove too difficult, you may attempt to flee with the **ESCAPE** option.

GUN



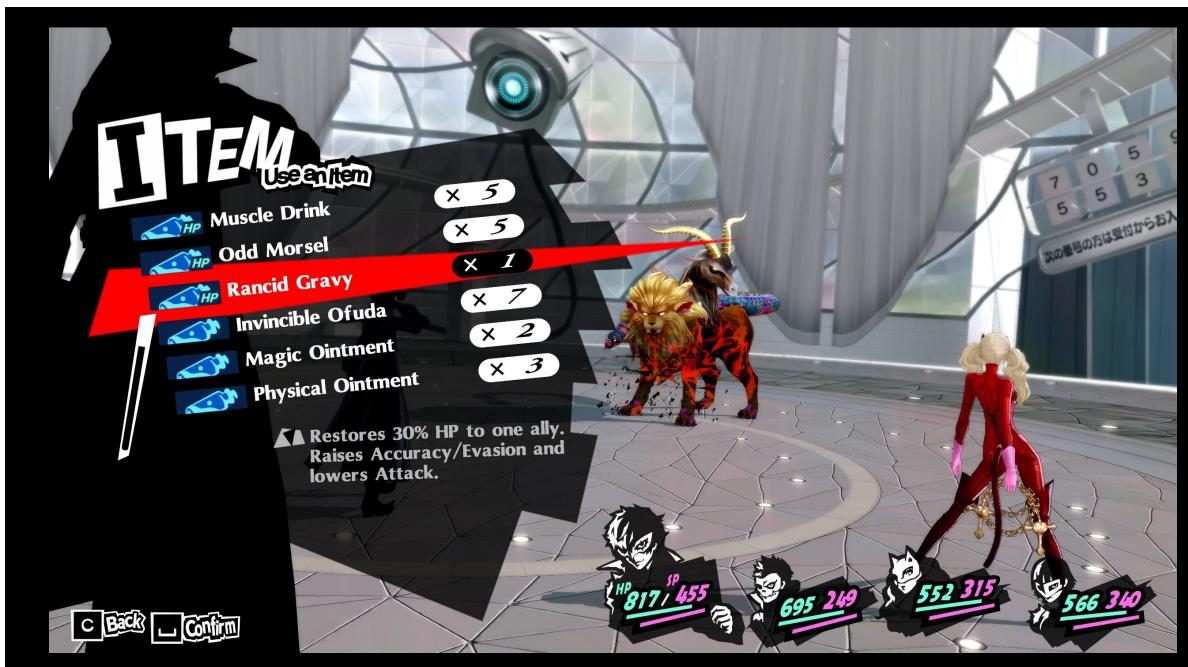
Attack the enemy the battle cursor is centred on with your ranged weapon and press the button once prompted. Bullets are limited, so you may use them all in one go or keep them for later turns. Ammo will not be replenished until the battle is completed.

PERSONA



Access and use the various skills your currently equipped Persona possesses here. You may also switch Personas in this menu but may only do so once per turn. These skills will consume either HP or SP.

ITEM



Access your inventory and use any items you currently possess.

GUARD



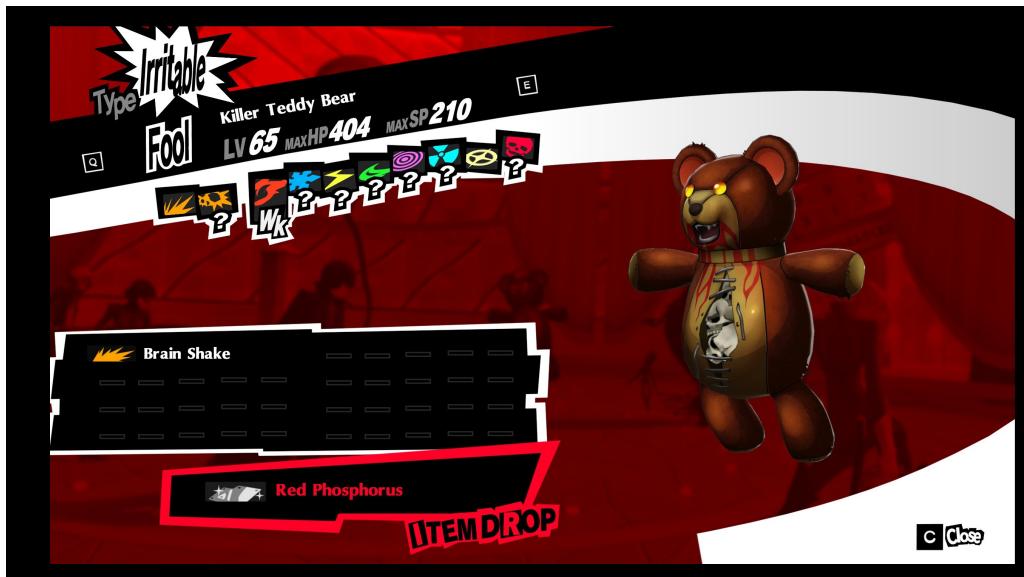
Protect yourself from enemy attacks and reduce any potential incoming damage. Doing so may also prevent any ailments from being induced and any weakness from being exploited.

ATTACK



Attack the enemy the battle cursor is centred on with your melee weapon. These kinds of attacks are weak, but do not cost any HP or SP and can be used at your discretion.

Analyze



This screen gives you a more detailed run-down of the shadow's information (personality type, name, arcana, level, HP, SP, skills, affinities, weaknesses, potential items dropped). Affinities and weaknesses are marked with a question mark at first encounter, and must slowly be revealed by using the various attack options at your disposal.

Intel



Offers information on each of your party members' Personas as well as the enemy Shadow(s). Here you can review their skills, affinities, and weaknesses. You can also see which party member or shadow has the next turn in this screen.

Rush



The battle speeds up and melee attacks are automatically performed. Useful for getting fights against weaker enemies out of the way.

Assist



Speeds up the battle by moving your screen to a persona that has a skill the enemy is weak against. Only available if the enemy's weakness is known.

Fusing Personas

Fusing Personas is a crucial aspect of Persona 5 Royal, allowing players to create more powerful and versatile Personas by combining two or more existing ones.

1. Access the Velvet Room



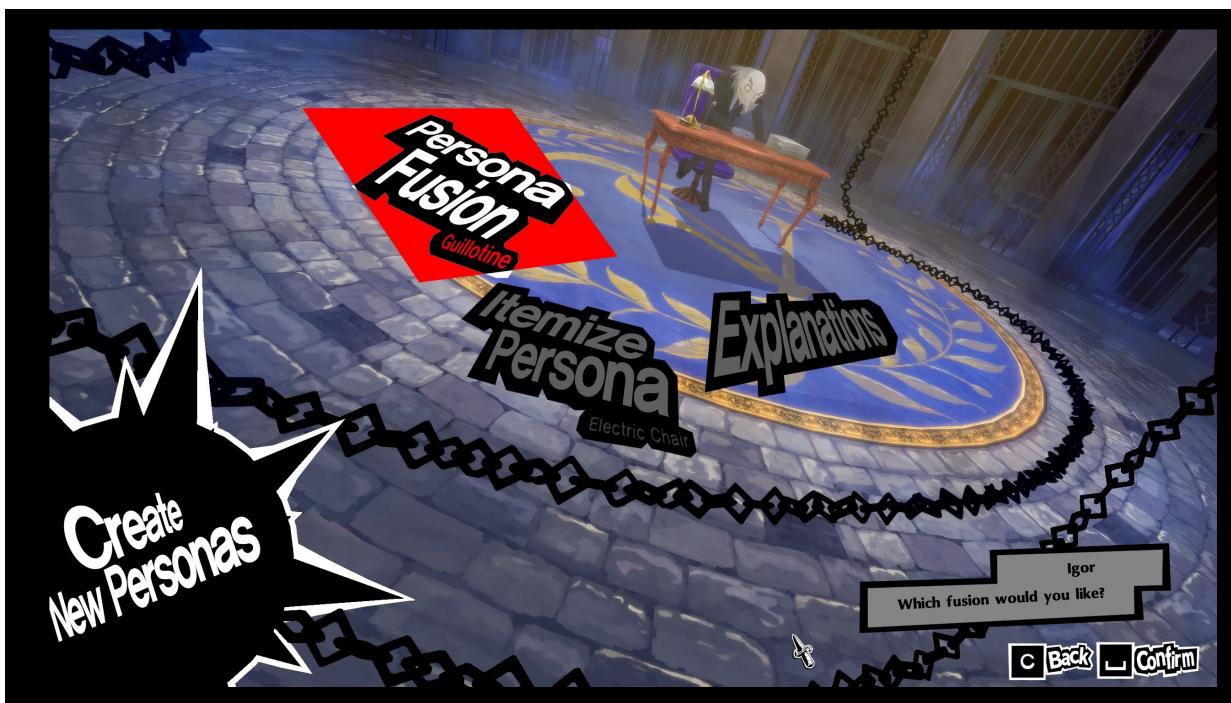
Enter the Velvet Room by accessing it through its various locations in Tokyo or during a Palace infiltration or Mementos run.

2. Register or Summon New Personas in the Compendium



Before fusing new Personas, make sure to register any Personas that have gained new levels or skills that you want to save for the future by selecting the "Register/Summon Personas" option in the main Velvet Room menu. You can register Personas using the "Register Personas" option and you may also summon any Personas you want to fuse using the "View/Summon Personas" option.

3. Select the Fusion Option



Now that you've registered and/or summoned your Personas, exit back out to the main Velvet Room menu and select the "Create New Personas" option. Select "Persona Fusion" to fuse Personas together.

4. Choose the Type of Fusion



Decide between normal fusion, advanced fusion, or special fusion based on your needs. For normal fusion, select two Personas to combine. For advanced or special fusion, ensure you meet the specific requirements. For this, we selected the "Normal Fusion" option.

5. Pick Personas to Fuse



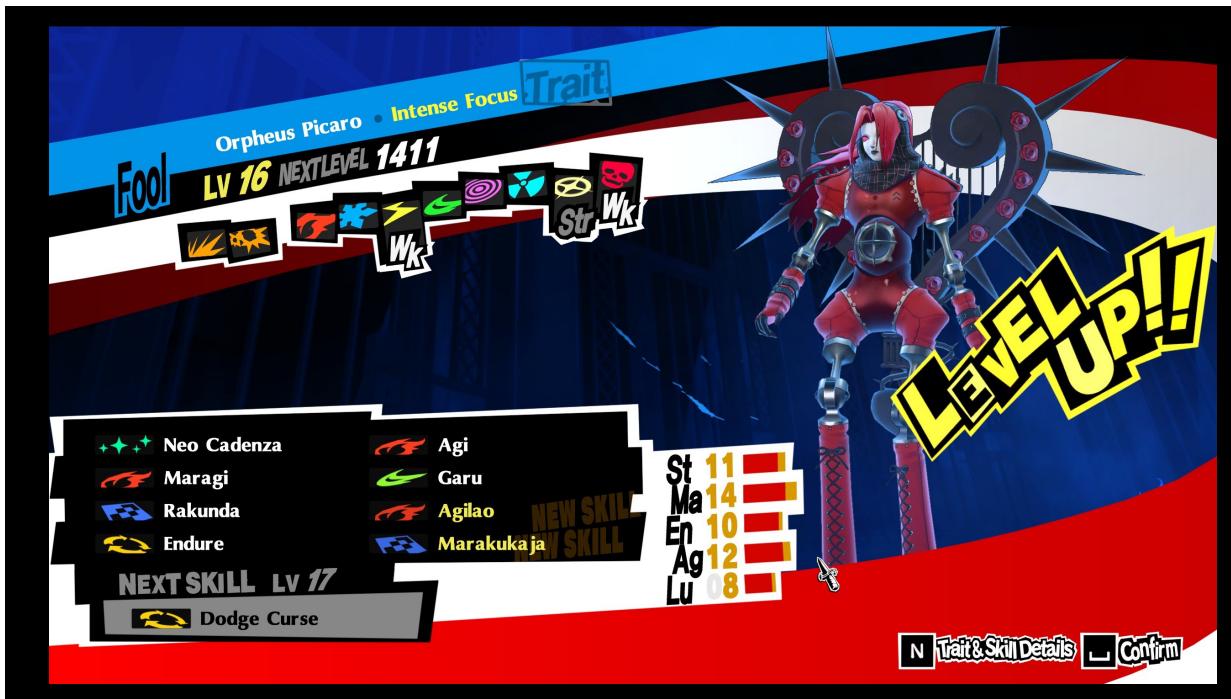
In the fusion menu, select the two Personas you want to fuse. Verify that the chosen Personas meet the level requirements for fusion. Reaching [Rank 5 with the Strength Confidant](#) grants you the ability to pay a sum of money to Personas of a higher level than you.

6. Select Inherited Trait and Skills



Review the traits and skills that can be inherited from the parent Personas and choose which ones you want to carry over and have your new Persona use.

7. Confirm Fusion



Double-check your selections, ensuring that the resulting Persona fits your needs. Hit confirm once you are satisfied with your creation.