

Stat Card: Yumi/Yōji

Persona: Merlin
Element: Water
Weakness: Wood

Courage: ● ○ ○ ○ ○
Empathy: ● ● ○ ○ ○
Knowledge: ● ○ ○ ○ ○

If you form three social links

It's good to start to feel like the gang's pulling back together. Now that you're feeling less isolated, something from a while back floats to the surface. You remember watching Kazue/Kazuki fight. She/He talked like she/he cared about the group, but she/he never seemed to really care when someone got hurt. She/He just seemed to care about getting more power.

If you lose against someone's Shadow

You know, win or lose, you're just following what someone else told you to do. Why should you trust this figure over your friends? She set this gateway to go to certain places, but Merlin says with a powerful enough item to draw from it could go anywhere. Though, didn't the figure say something about paradoxes... ?

If you successfully intervene in an argument

You know, it is interesting that Philemon chose you seven, if choosing's what he did. You have very different perspectives and attitudes. Could that be why he chose you? So you'd come up with some unexpected solution that others wouldn't think of?