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Persona 5 white rider skills

Watch code for GitHub Persona - Skills - Settings Edit Share Shin Megami Tensei III: Nocturne Death (Persona 4, Persona 4 Golden, Persona Q: Shadow of the Labyrinth, Persona Q2: New Cinema Labyrinth) Chariot (Persona 5, Persona 5 Royal) I'm a White Knight! I'm the embodiment of victory! Joining your side would be a compromise! I promise nothing less than total conquest! Now fight me! Let the strongest between us a winner! White Rider, Shin Megami Tensei IV White Rider (A7.10)? is a demon in the series. History[edit | edit source] The White Rider is the first of four horsemen of the apocalypse to appear as John's Apostle, according to Christian scripture. It traditionally represents conquest, with the plague association first appearing in the 20th century. Other interpretations include a white horse rider as Christ, whose conquest is the spread of Christianity, or anti-Christ, who rides all over the world to deceive those who are devout and faithful. Now I saw the Lamb open one of the seals; and I heard one of the four living beings who said, in a thunderous voice, Come and behold. And I looked and look, white horse. He who sat he had a bow; and he was given a crown, and he went to conquer and conquer. In 2004, Taavi passed the Tiger test. He rides a white horse and wears a bow. He was given the crown and inclined to conquest. -Shin Megami Tensei III: Nocturne compendium White Rider appears as one of Candelabrum's owners sent to Lucifer to test demi-hellish, with Candelabrum sympathy. He first appears with the other Four Horsemen in Apocalypse when Demi-fiend first ventures into third in Kalpa. After reaching Asakusa, White Rider appears outside any major Save Terminal Vortex World after scene third in Kalpa with just three exceptions: Terminal Shinjuku Medical Center, Terminal at the entrance to Manikin Holy Land mfunashiro and Terminal inside the Labyrinth of Amala. During the battle, using dis, which is leveled enough to learn stone gaze skill can incapacitate virtues causing them to waste turns while turning stone. Smashing virtues can prompt white rider to use Dragon Eye to revive virtues and launch additional attacks toward it. Dis will also absorb White Rider's Prominence attack and waste his press turns, and he can use Tetraja to avoid immediate killing from White Rider's God's Bow skill. Another member may constantly box -echo skill so White Rider wastes another press turn using Dekaja. White Rider doesn't have any means to fight back. Defeated white rider in battle Demi-fiend Candelabrum sympathy. After defeat, and when demi-devil reaches level 52, white rider can be melted in the cathedral of the New Southeast Tach phase, when Demi-fiendil has Deathstone, a special object located only in the labyrinth of Amala. White Rider can melt any combination of demons resulting in the Yoma race. Shin Megami Tensei IMAGINE[edit | edit source] White Rider appears as an orphan-boss on a silver-level copy of the Suginam Tunnels. He also appears as the boss during the Chain of Curse Deep Docks event and as the boss of TR-Route of Denshi in Cairo, through which the ability to fuse him can. He's a special triple fusion of virtue, Matador and Zochoten. Shin Megami Tensei: Strange Journey [edit | edit source] What do you yammerin on? Do you think for a moment you can talk yourself out of this? Now come and get me and don't stay away! -White Rider, when told white rider returns as a demon in the Fiend Race, but before he can melt, he must be defeated by sector Delphinus through Enemy Search. He is also the only demon that after being defeated falls victor's bow form. Shin Megami Tensei IV[edit | edit source] White Rider has a 1/256 chance to appear in the Ginza - Shopping District (requires a Black Card). As you enter the map, walk straight forward, where the shadow completely crosses the road just before the second hatch cover (see below); if Flynn is very happy (or unhappy), Burroughs warns him that a strong demon is on the field, and ask him if he wants to stay on the field; selecting Yes leads to the fight for White Rider. Its Almighty-spam mode is set to Electric Resistance. After the defeat, he drops Fantasia, one of the best accessories in the game. White Rider has fought along with the other three in Challenge Quest, Errand for Apocalypse. Beilal has sealed four domains found in Infernal Tokyo Iketukuro. They are much weaker than they are when they usually occur, which does not make them any less threatening. If Flynn makes any attempts to challenge them before accepting the quest, Fiends will eject him from the domain. Completing the quest gives Flynn a peacemaker that has only surpassed plasma gun in terms of raw power. Twisted Tokyo has created the location shin megami tense i apocalypse. [editing] White Rider with all the other fiends. White Rider has encountered the B9F and will fall to Fantasia for the second cycle since. He has struggled at level 93rd in cycle 9. Devil Summoner 2: Raidou Kuzunoha vs King Abaddon [edit | edit source] You better pick up the pace, young mortal ... the conqueror shall come. White Rider may appear surprise boss meeting about Chapter 4. Raidou senses an ominous presence during the New Moon phase. All Riders are completely optional During the beginning of the part of the game, however, Raidou is forced to fight each of them in the last part of the final dungeon. Shinado told Raidou that each of them was called out because of the inner desperation of the people he had known. White Rider is called Tatsumi anger raidou; Tatsumi blames Raidou for his death. Persona 4[edit | edit source] One of the four horsemen of the Apocalypse in the Book of Revelation rides a white horse with a bow in his hand. He was given the crown and promised victory. Persona of the Death Arcana, which can be found through Shuffle Time in the sky or perform fusion. While most individuals associated with Death Arcana are built around the Darkness element, White Rider holds an affinity for both Darkness and Light. Persona 5[edit | edit source] One of the four Horsemen of the Apocalypse, he rides a white horse with a bow in his hand. He was given the crown and promised victory. White Rider is the seventh persona of arcana charana and can only be found in the velvet room. He is the first Persona to study Triple Down and one of two Personas to learn about Nepi and Woe Boost. If detailed using electric tool performance, White Rider gives triple down skill card. White Rider is one of the Personas needed to fuse both Trumpeter and Chi You through advanced fusion. Persona 5 Animation [edit | edit source] White Rider is invited by Ren Amamiya to strike the cognitive Wakaba Isshiki. Shin Megami Tensei: Release of Dx2 One of the four riders in the Book of Revelation. He wears a crown, rides a white horse and is tasked with bringing undeniable warts. The four equestrian names have the power to conquer and kill, and are often thought to be highlighting chaos. —Shin Megami Tensei: Liberation Dx2 compendium Stats[edit] Shin Megami Tensei III: Nocturne[edit | edit source] White Rider always invites up to 2 virtues to help him when given the opportunity. Race Level HP MP Strength 23 Magic 17 Vitality 16 Agility 18 Luck 13 Fiend 52 4000 1500 Reflects Swallows Void Resists Weak - - Fire / Expel / Death / Ailments - - List of Skill Skills Cost Price God Bow 20 MP 100% instant kill one enemy. The type of expulsion. Prominence of 30 MP Heavy fire damage to accidental enemies. Dekaja 10 MP Removes all buffs from all enemies. Dragon Eye 1 MP Grants user team of four flashing turn icons. (Enemy only) Invite an angel none calls the Divine virtue. (Enemy only) Race Level HP MP Strength 23 Magic 17 Vitality 16 Agility 18 Luck 13 Fiend 52 408 207 reflects absorbing Void resists Weak - - Fire/Expel/Death / Ailments - - Get a special fusion only after the boss battle list Skills Skill Cost Effect God's Bow 20 MP 100% instant kill one enemy. The type of expulsion. Innate Prominence 30 MP Hard fire damage to accidental enemies. Nate Tetraja 15 MP creates shields that zero in on stools or death attacks on everyone It will last the entire battle until it has blocked one attack. 53 Dekaja 10 MP Removes all buffs from all enemies. 54 Mana Aid Passive Equipper restores MP in moderation after battle. Only if the user is an active fighter. 55 Shin Megami Tensei IMAGINE[edit | edit source] Race Alignment Level HP MP growth inherent St. Ma Vi Sp Lu Fiend Neutral 52 877 262 Big Tiwaz Death 64 36 70 54 47 33 Force Close Force Slot Long Spell Support P.Def M.Def Critical Cr t.Def 4 58 64 46 62 19 17 53 18 Features Raised Conqueror (Mitama: Unlucky Offspring) See also [1] Default Skill Skill Cost Effect Hell Fire 13% HP Offers fire damage to all enemies around the user and creates burn woe (70%). Magic Shot - Offers magic affinity damage with one goal. Silver Arrow 3 MP Offers to expel damage per goal three times. Defensive Stance 1 MP User enters guard stance, reducing the damage taken by attack and spin moves. Silent Eyes 8 MP magic skill that generates mute (85%) one objective. Zionga 18 MP Deals with electrical damage to one goal and causes electric shock ailment (70%). Dekaja 10 MP Removes all -echo buffs from one enemy. Shin Megami Tensei: Strange Journey[edit | edit source] Race Alignment Level HP MP Strength 35 Magic 29 Vitality 31 Agility 36 Luck 31 Fiend Dark-Neutral 49 412 218 Attack Type Single Foe / 1/Physical/None - - - - - Zero Weak Zero Zero - Poison Paralysis Stone Strain Sleep Charm Mute Fear Bomb Rage Zero Zero Zero Zero Zero Zero Zero - Natural Skills Maziodyne Arrow Rain Life Help D-Source Skills Thunder Reign Elec Boost Mana Surge Password +ELZ + DjyB + pi + 6yL + Q \$ Ny # Q2y + NrU # nk Shin Megami Tensei IV [edit | edit source] Race Level HP MP Strength 14 4 Dexterity 144 Magic 144 Agility 144 Good Luck 144 Fiend 86 16230 « Phys Gun Fire Ice Elec Force Light Dark - - - - - Drain Weak Zero Immunity Resist : Poison / Panic / Sleep / Bind / Sick Normal Attack Phys x1, 1 Enemy Turn Icon 5 List Skill Skills Impact of Mortal Jihad Severe Physical Damage to One Enemy. High critical but low accuracy. The Thunder's severe damage to all enemies. Charge Multiplies the user's next physical or weapon damage 2.5. Concentrate multiplies the user's next magical damage to 2.5. Luster Candy Buffs side attack, defense and agility level 1. Dekaja Negates all stat buffs all enemies. Megidola is a severe almighty loss to all enemies. Race Level HP MP Strength 92 Dexterity 92 Magic 92 Agility 92 Luck 92 Fiend 86 672 301 Phys Gun Fire Ice Elec Force Light Dark - - - Drain Weak Zero Resist Resist Resist: Poison / Panic / Sleep / Bind / Sick Normal Attack Phys x1, 1 enemy Special fusion Fiend Matador x Genma Kresnik list Skill skill cost effect reign reign reign 22 MP severe elec damage to all foes. Innate Victory Cry Auto restores HP and MP completely after The innate Dekaja 10 MP Negates all stat buffs all enemies. 87 Luster Candy 50 MP Buffs party's party's protection and agility level 1. 88 Shin Megami Tense IV Apocalypse[edit | edit source] Race Level HP MP Strength -- Skill -- Magic -- Agility -- Luck -- Fiend 89 58445 « Phys Gun Fire Ice Elec Force Light Dark - - - - - Drain Weak Resist Resist Normal Attack? Turn Icon 3 Skill Affinity Gun +6 · Electricity +6 · Light +6 · Almighty +3 · Physical -3 · Force -5 list skill effect soul drain drain sewers with a large number of HP and MP from one enemy. Smirk + Increased damage to God's Bow Heavy with mild damage and 100% instant death to one enemy. Grand Tack Heavy weapon damage to one enemy. Heaven's bow heavy weapon damage to all enemies. A myriad of arrows 2-4 hits with a medium weapon to damage multiple enemies. The Thunder's severe damage to all enemies. Thunder gods, heavy footy. Smirk + Elec Pierce Will of thunder grants elec crush toward one turn. Luster Candy Buffs side attack, defense and agility level 1. Dekaja Negates all stat buffs all enemies. Dekunda Negates all stat debuffs all allies. Smile Charge donates to the user's grin. Cannot be used if the user has ailment(s). Gun Pierce All gun attacks pass all gun resistance. Race Level HP MP Strength 93 Dexterity 145 Magic 86 Agility 116 Luck 104 Fiend 89 770 302 Phys Gun Fire Ice Elec Force Light Dark - - - - - Drain Weak Resist Emergency Resistance Resistance: Resistance / Panic / Sleep / Bind / Sick Normal Attack Phys x1, 1 Enemy Skill Affinity Gun +6 · Electricity +6 · Light +6 · Almighty +3 · Physical -3 · Force -5 Special fusion Fiend Matador + Genma Kresnik list skill skill cost Effect Level God's Bow 40 MP severe light damage and 100% instant death to one enemy. Innate Soul Drain 7 MP drains a large number of HP and MP from one enemy. Smirk + Increased damage to innate Thunder Reign 70 MP Heavy elec damage to all enemies. 90 Heaven's Bow 33 MP Heavy weapon damage to all enemies. 91 Gun Pierce Car All gun attacks pass all gun resistance. 92 Elec Pierce Auto All elec attacks bypass all elec resistance. 93 Devil Summoner 2: Raidou Kuzunoha vs King Abaddon [edit | edit source] Order Level HP St. Ma Vi Lu Item Drop Fiend 49 7168 28 17 18 10 - Reflects Absorbing Block Resists Weak Frail - - Flame, Death, Mind Phys - Ice List Skill Skill Mamudo Death Area Attack in Half HP. Stun: Med Rush Light Phys Dmg, dash attack +Dizzy (Low) Victory of Fire dmg all that level HP St. Ma Vi Lu Point drop Fiend 65 4932 32 16 22 14 - Reflects absorbs Block resists Weak Weak - - Flame, Death, Mind Phys - Ice List Skill Skill Effect Mamudo Death Area Attack in Half HP. Stun: Med Rush Light Phys Dmg, dash attack +Dizzy (Low) Victory of Fire dmg all that level HP St. Ma Vi Lu Conversation Investigation Fiend 49 606 24 18 16 10 Blackmail - reflects absorbing Block resists Weak - - Gun, Fire, Death, Mind Phys - Ice List Skill Cost Effect Level Mighty Blow 26 MAG Heavy Heavy dmg enemy +Dizzy (Med) Innate Maragidyne 28 MAG Heavy Fire dmg area. Stun: Long 50 Pyro Killer 60 MAG Imbue Raidou sword with fire. Duration: Long 51 Fire Boost Passive Zoom Fire Attack dmg Max Loyalty Persona 4[edit | edit source] Arcana Level Strength 49 Magic 31 Endurance 37 Agility 40 Luck 24 Death 58 heir reflects absorbing Block resists Weak Darkness Dark - Fire, Light - Ice List of Skills Skill Cost Effect Level Mudoon 15 SP Darkness: Average chance of immediate kill, 1 enemy. (60% chance) Innate Hamaon 15 SP Light: average chance of immediate kill, 1 enemy. (60% chance) Innate Agidyne 12 SP Deals with severe fire damage 1 enemy. 60 Beware of Ice Passive triples the rate of tax evasion against ice attacks. 62 Mahamaon 34 SP Light: The average chance of immediate kill, all enemies. (40% chance) 63 Mamudoon 34 SP Darkness: the average chance of immediately killing all enemies. (40% chance) 65 Hama Boost Passive Light-based attacks are 1.5 times more effective. 66 Mudo Boost Passive Blindness-based attacks are 1.5 times more effective. 67 Persona Q: Shadow of the labyrinth [edit | edit source] List Skills Skill Cost Effect Level Megido 54 SP medium Almighty attack, medium chance knockdown. (All enemies) The innate Masukukaja 13 SP Raise hit the rate and tax evasion rate 3 times. (Half) The innate Guillotine 87 HP heavy cut attack, greater damage than the target's woe. (1 enemy) 34 Mahama 18 SP Easy way to kill immediately. (All enemies) 35 Mamudo 18 SP with a small chance of immediate killing. (All enemies) [Darkness-based Attack] 36 Demon Stab Passive Slightly To Increase Stab Attack Strength. 37 Persona 5 [edit | edit source] I'm a White Rider. The power to call out the decisive victory is now yours in the form of my mask... Arcana Level Strength 24 Magic 24 Endurance 25 Agility 26 Luck 25 Chariot 39 Inherits Reflects Absorbing Block Resists Weak Curse Curse - Fire, Bless - Ice List of Skills Skill Cost Effect Level Triple Down 16% HP Light Gun Damage to All Enemies 3x. Innate Evil Touch 5 SP Great chance to cause fear 1 enemy. Innate Oni-Kagura 16% HP Average Physical Damage to All Enemies. A small chance of Rage. Innate Snipe Auto Strengthen Gun Attacks by 25%. 41 Maeiga 16 SP Average Curse damage to all enemies. 42 Masukukaja 24 SP Buff party agility 3 times. 43 Foul Breath 8 SP Increase susceptibility to all ailments 1 enemy 3 turns. 44 Woe Boost Auto Boost option to cause all ailments. 45 I am the White Horseman. The power to call out the decisive victory is now yours in the form of my mask... Arcana Level Strength 22 Magic 21 Endurance 26 Agility 27 Luck 25 Chariot 38 Inherits Reflects Absorbing Block Resists Weak Curse Curse - Fire, Bless - Ice List of Skills Skill Cost Effect Level Triple Down 16% HP Light Gun Damage to All Enemies 3x. Evil Touch 5 SP Great way to create fear 1 enemy. Innate Oni-Kagura 16% HP Average Physical Damage to All Enemies. Low chance chance Rage. Innate Snipe Auto Strengthen Gun Attacks by 25%. 40 Maeiga 16 SP Average Curse damage to all enemies. 41 Masukukaja 24 SP Buff party agility 3 times. 42 Foul Breath 8 SP Increase susceptibility to all ailments 1 enemy 3 times. 43 Woe Boost Auto Boost option to cause all ailments. 44 Persona Q2: New Cinema Labyrinth[edit | edit source] Arcana Level HP + SP + Type Extract Death 33 51 15 Magic Samarecarm List Skill Cost Effect Level Resseiha 82 HP 2-5 Medium Almighty Attacks Random Targets. (All enemies) Innate Evil Smile 12 SP Average option Hex. (All enemies) Innate Bless Screen 16 SP Raise Bless Resistance 3 Times. (Half) Innate Ailment Arts Passive Moderately Increase the Chance of Causing Ailments. 34 Holy Touch 19 HP Medium Phys Attack, Medium Chance Magic Bind. (1 foe) 35 Dekaja 18 SP Remove stat buffs. (All enemies) 36 Samarecarm 36 SP To revive and restore all HP. (1 ally) 38 Gallery[edit | edit source] Model Shin Megami Tensei III: Nocturne Model Shin Megami Tensei IMAGINE White Rider Shin Megami Tensei: Strange Journey Portrait Shin Megami Tensei: Strange Journey White Rider in Persona 5 Animation White Rider in Persona 5 Royal See [edit source] Red Rider Black Rider Pale Rider Community Content is available from CC-BY-SA unless stated otherwise. Noted.

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