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Strength confidant guide persona 5 royal

This website uses cookies to improve your experience. Let's say you're okay with this, but you can give up if you wish. [Cookie Settings](#)[ACCEPT](#)[Privacy & Cookies Policy](#) This is our unofficial guide on how to successfully complete the Force Confidant in Person 5. This optional secondary story mission requires you to show them characters with certain abilities to level up your relationship with Caroline and Justine, the Velvet Room Assistants.**Grade 1****Ability Unlocked:** Group Guillotine **Description:** Allows you to merge three Personas together into a new Persona.**In** to unlock the Force Confidant, you'll need to visit the Velvet Room after the 5/18 game date. Next, Igor will ask you to undertake a non-mandatory strength test that will be supervised by Caroline and Justine.**ll** your first task is to show them a Jack Frost obtained by merger or inside a Palace that has gained mabufu ability through Skill Cards, or inheriting them from her fusion parents. To create a Jack Frost by fusion, you'll need to have Berith and Apsaras in your group. Once you get a Jack Frost, you'll learn this skill required of Lv. 12.**After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room.**After** the dialogue, the Force Confidant will be unlocked. **Rank 2****As** your second additional ability is to show them a Shisaa obtained by fusion or within a Palace that has gained the Frei ability through skill cards, or by inheriting them from its fusion parents. To create a Shisaa by fusion, you'll need to have Jack Frost and Makami in your group. Choose to inherit Frei from Makami, and then allow the Velvet Twins to work their magic. **After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room.**Rank 3****Ability Unlocked:** **Description** of Solitary Confinement. Allows you to leave a person in the velvet room to increase their resistance to certain elemental attacks. Your third task is to show them a Matador obtained by fusion or within a Palace that has gained maguru ability through skill cards, or by inheriting them from its fusion parents. To create a Shisaa by fusion, you'll need to have Obariyon and Nekomata in your group. Choose to inherit Maguru from Obariyon, and then allow the Velvet Gemini to work their magic. **After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room.**Grade 4****A** this rank you don't get additional skills. Your second task is to show them a Flauro obtained by fusion or inside a Palace that has Tarukaja ability through skill cards, or inheriting them from his fusion parents. To create a Fusion Flauro, you'll need to have Eligor, Andras, and Berith in your inherit Tarukaja from Andras, and then allow the Velvet Gemini to work their magic. **After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room. **Unlocked 5****Ability Position:** Guillotine **Booster****ability Description:** Allows you to blend four personas together into a brand new person. Your fifth task is to show them an Ame-no-Uzume obtained by fusion or inside a Palace that has gained dodge psy ability through skill cards, or inheriting it from its fusion parents. To create an Ame-no-Uzume by fusion, you'll need to have Sui-ki and an Lv. 27 Kin-ki in your Party.**Choose** to inherit Dodge Psy from Kin-ki, and then allow the Velvet Twins to work their magic. **After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room.**Grade 6** You don't get an additional ability in this rank. Your sixth task is to show them a Shogun Neko obtained by fusion or inside a Palace that has gained the Dekaja ability through skill cards, or by inheriting them from his fusion parents. To create a Shogun Neko by fusion, you'll need to have Sudama, an Lv. 28 Anzu, and Korama in your Group.**Choose** to inherit Dekaja from Anzu, and then allow the Velvet Twins to work their magic. **After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room. **Rank 8****Ability Unlocked:** Guillotine **Booster****ability Description:** Allows you to merge four personas together into a brand new person. Your seventh task is to show them a Lachesi obtained by fusion or within a Palace that has gained tetraja ability through skill cards, or inheriting them from its fusion parents. To create a Fusion Lachesis, you'll need to have an Lv. 28 Clotho and Regent in your Party.**Choose** to inherit Tetraja from Clotho, and then allow the Velvet Twins to work their magic. **After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room. **Grade 9****A** this rank you don't get any additional skills. Your One is to show them a Bug obtained by merging or within a Palace that has gained the Samerecarm ability through skill cards, or inheriting them from his fusion parents. **After** meeting this requirement, talk to Caroline on the left side of your prison door in the Velvet Room.**Grade 10** Skill (MAX)**Unlocked:** Special Treatability **Description:** Allows you to create any person by merging, even if it's above your current experience level. Your tenth task is to show them a Seth obtained by fusion or within a Palace that has the High Counter ability.**For** this final fusion, you will have to perform two castings and a skill card obtained from a mementos side mission. **For** the first fusion, you need to merge Kushinada-Hime and Hecatoncheires to create Horus.**Next**, you'll need to have this newly obtained Person and merge it along with Anubis, Isis, and Thoth to create Seth.**When** you've completed the Mementos side quest called The Killer Who Cleans Trash, you'll find a skill card containing the High Counter ability.**Use** this skill card on Seth. , and then talk to Caroline on the left side of your prison door in the Velvet Room to finish the Force Confidant.**Tag:** Caroline and Justine**Confidant****guide****Persona 5****Strength****Wiki** **Persona 5** **Royal's** **Strength** **Confidant** follows the same basic model as the original **Persona 5**. **Velvet Room** guards Caroline and Justine for tasks with a series of **Person** fusion tests, most of which require specific skills that are not always naturally available to that **Person**. However, it shakes ranks from two to five with different tests and allows you to get an incredibly useful skill before. Events where you can bring Caroline and Justine into the real world, starting with clearing Madarame Palace, are completely alien to the **Force** **Confidant**. The main goal in those events is the acquisition of skill cards, as you can only rank the **Force** **Confidant** through the end of the criminal work tasks they give you. **Strength** **Confidence** **Grade 2** Your next activity is to produce Ame-no-Uzume with the Frei skill. It does not occur naturally in the **Person** and you will need to be at least level 16 to perform the necessary fusion of Suzaku and Berith. Alternatively, you could merge Cait Sith (found in Kamoshida Palace) with Succubus and use a skill card to teach Frei. If you have person 5 save data to your system, you can get a Frei card (among others) by checking the cardboard box in your attic. **Strength** **Confidant** **Rank 3**The third task of the twin guardians is quite easy for you in **Royal** and is not a test at all. You must present the Flauros with the Tarukaja ability. The only way to melt flauros is three-way fusion, using Eligor, Berith and Orobas. Eligor learns Tarukaja at the 16, and this is also the lowest possible level you can get it to. So, in other words, just do the three-way fusion and make sure you bring Tarukaja. You can choose to train a through lockdown now, where they will acquire a new ability or elemental resistance. **Trusted** **Strength** **Grade 4**The grade 4 coloring will require several mergers, unless you're lucky or just waiting a while. This time, you need to merge Phoenix with the Counter ability. The normal way to do this is this: fuse or get Yaksini. The cheapest method is to merge Hua Po (Madarame Palace or Memories) with Jack o' Lantern (Kamoshida Palace or Memories). Yaksini brings the Counter ability. Fuse Yaksini with Kelpie (Kamoshida's Palace, Mad Marsh Horse) Whatever your method, you'll need to be at least level 21 to merge Phoenix. Keep Phoenix around or make sure you have money to summon it later. He is the first **Person** of the Arcane Faith and you will need it to give a boost to Kasumi's Confident events. **Strength** **Confidant** **Rank 5**Ove, you'll merge Setanta with the Rakukaja ability. Setanta's base level is 25, but you'll have to wait until level 26 to merge it. This is because you will have to merge Lamia first, which automatically gets Rakukaja. Then, just merge Lamia with Silky, and you go there. **Grade 5** opens up special management, which was previously limited to grade ten. Special management allows you to blend higher-level characters than the current one, which is incredibly useful. It's also incredibly expensive. Trying for a **Person** even five or ten levels above your current can cost up to 40,000 Yen. You can definitely stop the game using special management, but you'll need to stock up on your cash reserves to do so. **Strength** **Confidant** **Rank 6****Rank** six still tasks merging the Shogun Neko with Dekaja. There are two ways to do this. The first is the standard triple fusion, with Anzu, Sudama and Kodama. Anzu learns Dekaja at level 28, so if you're an ierophant confidant it's level four or higher, you can raise it to that level through fusion without grinding. You'll get Anzu with Orobas x Regent (Shadow Treasure) Black Ooze x Matador Orobas has the ability of course, so if you have Regent, this is a way to get Dekaja on Anzu without the appropriate ierophant trusting rank. Then do the triple melt and you're done. Alternatively, you can merge Orobas with High Pixie to get Sudama. Pass the Dekaja ability from Orobas to Sudama, then use that Sudama in the triple fusion. Whatever you do, you'll need to be level 30 for Neko Shogun or shell out some money to get it. **Strength** **Confidant** **Rank 7****Rank** seven wants Lacheis back with Tetraja and you'll have to be level 35 or, again, hand over the money. The easiest way to do this is to start with Principality (level 29), because you automatically know Tetraja. Your cheapest option for this is to merge Archangel with Regent (assuming you got it back in the Palace of or High Pixie with Onmoraki. Come on, get Sandman. You will find them in the Palace of Futaba or you can merge your Nekomata x Regent Leanan Sidhe x Black Ooze Sandman with Principality gives you Thoth, and of course you'll have to pass on Tetraja to us. Fuse thoth with Anzu, and you'll get Lacheis.The other option is to merge Clotho with Regent, after leveling your Clotho up to 28 so that it learns Tetraja. If you have established the Fortune Confidant in the second or more degree, this will not require any grinding because clotho's base level is 27.You can get Clotho by merging two Low Level Personas: Silky and Pixie.**Strength** **Confidant** **Rank 8****Next** up, you will merge Hecatoncheires with Masukunda, and this requires you to be level 42. Assuming you haven't acquired the ability through alarm mergers (more on the one below), there's only one way to get this combination:The kicker is That Lilim needs to be level 34 to learn Masukunda. You'll meet Lilim for the first time in Okumura Palace as the shadow Woman bringing ruin, to level 32. Or, you can rank the Devil's Confidant (Ohya the journalist) up to four or higher and merge Andras x Queen's Necklace (Shadow Treasure) Ara Mitama x Naga And avoid grinding like that. **Strength** **Confidant** **Rank 9****Bugs** with Samrecarm is your next task, just like before. This time it's level 49, though. There is a super simple way to do this that does not involve grinding of any kind. First, be sure to take the Twin Wardens on excursions. The fourth is a trip to Kanda Church and you will get a Samrecarm skill card as a reward. If you haven't already used it without making copies with Yusuke, you can simply do the triple fusion of Hariti, Pixie, and Pisaca, then use the skill card on the resulting person. **Force** **Confident** **Grade 10****Rank** ten task is to merge Seth with high counter, which means you will have to be level 51 or charged. This has two paths depending on when you want to finish it. If you want it as fast as possible, first take Dakini to level 52, where he learns High Counter. You can find it in Shido Palace, starting November 25, but the way not to grind to get it is, as always, fusion. The problem is that you'll need Empress Confidant (Haru) up to level three or four to get Dakini from his base level 50 through 52. This means maximizing competence and doing each Confidente event once it starts on October 30. If that's what you want to do, then fuse: Byakko x Lacheis Lamia x Queen's Necklace Either way, once your Dakini has High Counter, fuselo with Ame-no-Uzume to get Anubis, then use Anubis in a foursome with Isis, Thoth and Horus to get Seth with High Counter.The Velvet Room Alarm Another thing to note briefly is the alarm system in the Velvet Room. This feature unlocked just as I was ready to for Lamia, after securing the path to Kaneshiro's treasure (although of course this will vary for you depending on how you manage the Joker level). The Velvet Room can randomly enter a been after winning a battle in a Palace or Mementos. Everything is unstable and the chances of mergers and objects being high will not go as expected. **After** successful use of the gallows, guillotine or electric chair, your chances of an accident increase even more. The upside is that you'll get a powerful person or a person with powerful abilities that they really shouldn't have. These are perfect for re-merging to convey these abilities to a more powerful **Person**. But, since everything is so unstable, you never want to try to merge for the activities of the twins during a state of alarm. You probably won't get the desired result (or the skill you need will change anyway), which means you'll only spend more money summoning personas to try again.--- This is all you need to know to navigate the confident strength changes of **Persona 5** **Royal**. Be sure to check out our other Real Guides of **Persona 5** for more tips and tricks, including

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