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## Persona 5 raphael boss

As players hit the final stages of the game, the tournament will be heated. After you go through the Tower and a serious barrage of enemies, your team will have to use some firepower to deal with various attacks. Although similar, archangels approach the battle in drastically different ways. All before he has to tear down the protective guard, which is the Holy Grail. Knowing what to expect in half the battle, saving many headaches and avoiding the inevitable reboots that would follow. Preparation makes the line of angelic rage more manageable, resources for the penultimate boss, and what lies on the other side of it. Unique mechanics and high stats make the most demanding set of enemies very few breaks between them, but that's what fans want in the finale, a big challenge to overcome the round out of one of the best games of the year. 5 Uriel The first archangel boss that players must get through after entering the temple, the horde's henholes should not be ignored. He stands at level 72 so the team should be able to compete at this point, especially with what's in store for this lineup. Uriel's constant summoning of shadow angels may prove overwhelming, supplying a steady stream of power-ups and heals that prolong the battle and drain the player's resources. It's very important that your hen men come first, distracting them so they can't help their boss. 3 appears at the same time, status conditions will be of great help in this situation. Whittle's hench men are down until the team can handle the ultimate helper, then focus Uriel and take him out. The defense is critical at the outset, as long as the player's attention can be focused on him as the chief boss, most of the damage inflicted on players will be meaningless if the shadow angels still stand. 4 Raphael Unlike the previous boss, Raphael doesn't need any hentags to come to his aid. There are a number of buffs that can apply themselves and will spend most of the first round doing just that as players need to focus on getting these down anyway the attacks become deadly very guickly. He often turns his attention to the side members and must be healed immediately before the domino effect occurs, leaving the player fighting the angel alone. The main point of the attack patiently waits for the player's crimes to be grinded down and knocked down, and then a series of attacks are combined at once to significantly take down Raphael's health. It will be some rotation, but he will fall if the player's time is well, leaving him wide open to the finish line with blows. 3 Gabriel A balanced attack comes from Gabriel, instead of juicing himself with great damage attacks, he will use a variety of elementary strikes. It's challenging the most challenging parts of the battle is his wide range, causing damage to the entire team with most of the attacks he throws, healing the party's necessity before planning a finish. Teamwork is key as one has to take the attack, while the other creates a devastating strike that puts him down. Picking the right protection before the final strike determines what shape the gang is coming out of. 2 Michael The penultimate boss before the final prize, Michael battle will be a dog fight. Get ready to chip away at your health rather than plan a guick fight, a combination of healing and buff skills the previous archangels the player has faced before. In addition, the crime is by far the most complex of 11 different attacks available to you. His attacks affect the entire team and create bonus damage for the next trick, and the player's defense must be airtight while dealing with henchch men summoned along the way. Focusing on a critical hit will be the key to chipping away at Michael, and this persistent fight is much faster. It will be a combined effort taking down the buffs while dealing with the injury and healing of team members. It is the balance of customs duties that makes this fight manageable. Hoarding the player's own buffs is the guickest way to win, with vicious punches with every possible turn, while putting constant pressure on the shadow angels. 1 Holy Grail The only thing left to fight is the Holy Grail, the greatest defensive warrior in the team. Essentially, players are fighting for a huge shield that needs to be broken down. The main goal is to cut the lines to let him heal, to achieve this player will be sacrificed by a teammate in the first part of the fight. Send them to cut the line while the remaining 3 chains together do as much damage as possible. Debuff your defense and lift the attack, the attacks coming back to the team will not be enough to cause serious damage. You'll have to look into some great heals along the way, but until the heavy attacks keep flowing the Holy Grail finally gives. Target the strongest attacks possible because there are no elementary weaknesses, this will be the team's last chance to go out without any much concern about that shielding. Enjoy the ride because the next battle is one of the most difficult in the whole series and you will need every aspect of the team. NEXT: Persona 5: All Palace, ranked from worst to best following The 10 best RPGs of 2020, ranked (according to Metacritic) Related topics by the author green (26 articles Published) Read More The Green Edit Share SMT II SMT IV Devil Children (P5) Mad Avatar Raphael (IMAGINE) Divine (Megami Tensei II, Kyuuyaku Megami Tensei, Shin Megami Tensei: 20XX Devil's Colosseum, Majin Tensei, DemiKids Light Version, DemiKids Dark Versi Tokyo Mokushiroku, Shin Megami Tensei Trading Card: Card Summoner, Digital Devil Saga: Tuner 2, Shinami Megami: Liberation Dx2) I am human... Five years ago, that day... Not... I'm Raphael... It is my duty to build the Millennial Kingdom by the power of God! We're witnessing the fury of the sky! -Raphael, Digital Devil Saga: Avatar Tuner 2 Raphael, aka Raphael, aka Raphael, is a demon in the series. History[edit | editing source] Within the hierarchy of angels of Christian mythology, Raphael, or Raphaela is one of the four seraphants or archangels of God. His name means God who heals me. They say he's the keeper of the Tree of Life, as opposed to the tree of knowledge in the Garden of Eden. He also explains that Adam is at war in heaven, in which Lucifer and the Fallen Angels fell, and the creation of the Earth. At first, Raphael seems to be in human form, as the travel companion of Tobit's son, Tobiah, who calls himself Azarias, son of the great Ananias. Most of Raphael's exploits take place in the Apocrypha, where he is a prisoner of Azazel (an angel who is banished from heaven for having sex with human women and one of the Grigoris) and Sheol, leader of the Hebrew underworld. Although Raphael's title is not named in the Bible, theologians believe he was the archangel who healed the infirmary at Lake Bethesda described in the Gospels. He is also believed to be one of three angels who visited the patriarch Abraham and his wife, Shara, to help with conception; just like the angel who healed Abraham's grandson, The Wrestler's Injuries of 60, and who gave king Solomon his magic ring. Although she is not portrayed as a lover of another being, Raphael appears on the Lovers Tarot card, and her status as patron saint of lovers is due to attend unifying Sarah & potron saint of travelers as patron saint of travelers. and exemplary guardian angel. Saint Raphael is also listed as a patron of the blind, happy appointments, nurses, doctors, health workers, matchmakers, Christian marriage, and Catholic studies. Raphael is the angel responsible for signaling the coming judgment day by blowing the trumpet (namely Sûr) and sending out a Blast of Truth. According to tradition, the trumpet will be blown twice. According to some sources, Demon Lord Asmodeus is his man, and they have long feuded with each other. Not all branches of these religions regard the identification of Raphael as canon. Matches[edit | editing source] Profile[edit | editing source] He is one of four archangels serving YHVH and is usually seen with Gabriel, Uriel and Michael. Shin Megami Tensei[edit | edit source] Origin: Israel. One of the four messengers, the seraph of the wind. An angel with a gentle temperament who supposedly blends into people and talks to them. He guards the tree of life in the Garden of Eden and rules over cherubs. - Shin Megami Tensei A-Mode DDS Dictionary Along with Uriel and Gabriel, Raphael is one of the three main sub-bosses of the last arc of the game, serapphe, and one of the most powerful angels at God's bet that consists of guarding an excellent part of the Basilica. He appears to be defending the fourth floor, accusing the protagonist of being covered in the blood of the righteous before pursuing him in battle if he does not have law aligned. However, this fight is completely optional, as the player can choose to take only the stairs towards the next floor, without having to enter Raphael's room. On the Law route, he prefers to join the protagonist's party as necessary in order for the triple fusion of Uriel and Gabriel to be carried out, leading to the creation of the Angel Ring—a valuable element needed for the final showdown against Asura becoming available. Shin Megami Tensei III: Nocturne[edit | editing source] One of the four main archangels. His name means healer. He explains the history of fallen angels and the creation of Adam and Eve. -Shin Megami Tensei III: Nocturne compendium Raphael met and fought mifunashiro if the Demi-fiend against the cause yosuga. They're fighting him with Gabriel and Uriel. After his defeat, it can be created by merging a Dominion and Uriel. Shin Megami Tensei IMAGINE [edit | edit source] Raphael is able to finish the Happy Light mission, where NPC invites players to defeat The Mad Avatar Raphael, which regularly spawns in Shibuya from Celu Tower. He has a special triple fusion of Uriel and two Thrones. Shin Megami Tensei IV[edit | editing source] The true identity of one of the masked men is the Kagome Tower. Reveals its true form with Shene Dugue alongside the other three. He fought in the DLC Challenge Quest Cut Wings 1. During the battle, Raphael will lose the Press Turn. After the defeat, he will ask why Flynn, one of the chosen ones, afflicts the archangels and wonders if he has the same unclean blood as Aquila. Majin Tensei II: Spiral Nemesis[edit | edit source] Raphael fought Amnesia Rakia in neutral, and Dark-Chaos routes. Persona 5[edit | editing source] One of the four main archangels, the name means healing. He tells the story of fallen angels and the creation of Adam and Eve. Raphael is the eighth persona of the lovers arcana and can only be obtained through fusion in the Velvet Room. He is the first Persona to learn sword dance and heat riser skills, and one of three Personas to learn sword dance and heat riser skills, and one of three Personas to learn sword dance and heat riser skills. When itemized using electric chair execution, Raphael yields Heat Riser Skill Card. Raphael is one of the personas needed to summon Michael through advanced fusion. Raphael appears as the second guardian on the road to the Holy Grail in Qliphoth World, titled The Purifier of the Heavens. DemiKids Light & Samp; Dark [edit | editing source] The king, caring angel who spares no effort to cure the sick and injured. Raphael has the special power of WindProof, which prevents death by wind attacks. Raphael can do the light based combo War Breath with Uriel, which increases party stats to 15 MP. Raphael performed the combined Soul Eater with Dred Cat. Shin Megami Tensei Devil Children: Light & Devil Chil Devil's Children trying to stop Empra. He's also an inventor who tends to build machines that are out of control. He has a younger brother and sister, Zadkiel and Tabbris, and after coming close to the party, he eventually betrayed imperium as soon as his family was threatened. Card Summoner[edit | editing source] Raphael fought as a mini-boss alongside Gabriel and Michael during the second boss battle against Isaac. He constantly uses healing spells and poisons Yuuji Kino's party members. Digital Devil Saga: Avatar Tuner 2[edit | edit source] Raphael, along with the other three archangels, are not required bosses to meet before the party enters the airport. Much like other archangels, Raphael is a human turned demon who struggles with remembering his memory and hunger, as well as suffering from an identity crisis where he thinks he is a Millennial Kingdom angel. Raphael resides in the internment factory in the same room where the party picks up the processed can be used to weaken the Prison Guard. Raphael specializes in using electric and wind attacks in battle, while boasting physical attacks that target the party. He also has debilitate. Stats[edit | edit source] Kyuuyaku Megami Tensei [ledit source] Massive Ice Damage (2-4 enemies) Mak Mak ajam 3 MP causes Close (all enemies) Samarecarm 16 MP Revive ally of all HP and MP (fails) Shin Megami Tensei [edit | forrás] Race Alignment Level HP MP Seraph törvény 91 2020 380 MAG NOA ATK ACC DEF EVA M.ATK M. EFC 1820 3-6 155 45 42 31 30 St 26 26-ban 26-ban 28 Vi 21 Ag 38 Lu 19 Swd Gun Fir Ice Elc The Nrv Exp Crs Mgc Bnd Chg Dex Ndl Alm - 2/8 Dr 4/8 5/8 2/8 - List of Skills Skill Effect Bufula attack more enemies with powerful ice. Mazionga strikes several enemies with powerful lightning. Race Alignment Level HP MP Seraph Act 91 940 380 CP NOA ATK ACC DEF EVA M.ATK M.EFC 57 1-3 161 35 79 30 30 22 St 28 In 18 Today 28 Vi 18 Ag 28 Lu 18 Resistors Weak sword, null expulsion and curse. Drop None Swd Gun Fir Ice Elc The Nrv Exp Crs Mgc Bnd Chg Dex Ndl Alm - 6/8 6/8 6/8 Nu Nu 6/8 4/8 6/8 - List of Skills Skill Cost Effect Bufula 8 MP Attack an enemy with strong ice, freezing it. Mabufula 11 MP Attack more enemies with strong ice. Mazionga 12 MP strikes more enemies with powerful lightning. Race Alignment Level HP MP Seraph Act 91 940 380 CP NOA ATK ACC DEF EVA M.ATK M.EFC 57 1-3 159 32 96 30 30 21 St 28 In 18 Today 28 Vi 18 Aa 28 Lu 18 S wd Gun Fir Ice Elc For Nrv Exp Crs Mgc Bnd Chg Dex Ndl Alm - 6/8 6/8 6/8 6/8 Nu Nu 6/8 4/8 6/8 - Skills Skill Effect Cost Bufula 8 MP Attack more enemies with strong ice. Mazionga 12 MP strikes more enemies with powerful lightning. Shin Megami Tensei II[edit | edit source] Race Alignment Level HP MP Herald Light-Law 50 1800 590 MAG NOA ATK ACC DEF EVA M.ATK M.EFC 650 1-All 120 90 35 20 100 150 St 14 In 14 Today 10 Vi 15 Ag 9 Lu 11 Swd Gun Fir Ice Elc The Nrv Exp Crs Mgc Bnd Rsh Hnd Leg Fly Alm - Nu - 4/8 Rf Rf 1/2Rf Rf Rf 1/2Rf Nu - Skills List Skill Effect Mabufula Medium ice damage of a group of enemies. Dekaja removes all buffs, all enemies. Deathbound Heavy Sword Damage 1-2 enemy. The damage increases with the user's HP. Wing brake light flying attack all enemies. Amaha Dance Medium Flying Attack is an enemy. It causes paralysis. Shin Megami Tensei: If... [edit | edit source] Race Alignment Level HP MP Herald Light-Law 60 909 313 CP NOA ATK ACC DEF EVA M.ATK M.EFC 85 2 164 114 116 113 19 21 St 22 In 18 Today 15 Vi 18 Ag 16 Lu 10 Drop No Inherit Almighty Resistors Repels Ice. Gun and Fire is weak. Swd Gun Fir Ice Elc The Nrv Exp Crs Mgc Bnd Rsh Hnd Leg Fly Alm 5/8 1.5× 1.5× Rf 6/8 6/8 6/8 6/8 6/8 6/8 6/8 6/8 6/8 4/8 Nu Skills List Skill Cost Effect Mfuabudyne 22 MP Heavy Ice damage to all enemies. Ziodyne 18 MP Heavy Electric damage to an enemy. Mediarahan 80 MP regains the maximum hp, all allies. Estoma 6 MP Avoid weak enemy encounters in a full moon cycle. Dekunda 5 MP removes all debuffs, all allies. Shin Megami Tensei III: Nocturne[edit | editing source] Gabriel, Raphael and Uriel will fight together if the Demi-fiend is not aligned with Yosuga. Race level HP Power 24 Magic 25 Vitality 20 Agility 18 Luck 21 Seraph 73 3000 1500 reflects absorbs Void resists weak elausive / Death - Diseases Fire / Ice / Elec / Force - Skills List Skill Cost Effect Beast Eye 1 MP Grants user team two flashing turn icons. (Enemy only) Stasis Blade has no serious physical damage and 65% is tied to an enemy. Low accuracy, but high critical rate. Performance related user max HP. Tetrakarn 45 MP creates shields that repel the non-almighty physical attack of all allies. The shield will hold you in a corner, or until you block an attack. Makarakarn 45 MP creates shields that repel the non-almighty magical attack of all allies. The shield will hold you in a corner, or until you block an attack. Diarahan 15 MP Completely restores an ally of HP. Race Level HP MP Strength 26 Magic 26 Vitality 22 Agility 28 Luck 17 Seraph 84 636 330 Reflects Absorbs Void Resists Weak Launch - Fire/Force - - Special Fusion Seraph Uriel × Divine Dominion List Skills Cost Impact Level Makarakarn 45 MP creates, Which shields repel the non-almighty magical attack of each ally The shield will hold a bend or until you block an attack. Innate Tetrakarn 45 MP creates shields that repel the non-almighty physical attack of all allies. The shield will hold you in a corner, or until you block an attack. The innate mana refill passive installer easily restores party HP and condition diseases, except dead and fly. It can only be used in combat. 85 Mahamaon 25 MP 30% instant kill all enemies. Expelled-type. 86 Stasis Blade 22% HP Heavy physical damage and 65% tied to an opponent. Low accuracy, but high critical rate. Performance related user max HP. 87 Holy Wrath 36 MP Odds of half reducing the remaining HP to all enemies. Expelled-type. 88 Shin Megami Tensei IMAGINE[edit | edit source] Race Alignment Level HP MP Growth inherits St Ma Vi Sp Lu Herald Act 93 914 496 Master Hagalaz Kiikt113 116 57 75 75 65 46 Force Slot Close Long Spell Support P.Def M.Def Critical Crt.Def 4 97 95 77 31 39 15 15 Features Demon Destroyer's Sword, Sword A Feather in the Wind, Healing Type, Force Boost (Mitama: Healer of God) See also [1] Default Skills Skill Cost Effect Slash - A basic attack dealing slash damage to a single target. Zandyne 28 MP, 10 Mag Deals force damage to a single target and causes stun disease (70%). Anti-Demon Stance 2 MP user enters a guard post, reducing the damage taken from attack and spin moves. Slows down the enemy's recovery from attack. Fierce Counter - The user enters resistance, reacting to the next enemy attack or rush to a Manma 20 MP offers to expel damage from a single target. Diarahan 18 MP recovers a large amount of single allied HP. Gale 1 MP user enters the Dodge stance, denied the next enemy shot or quick move. Skills learned skill level skill same recarm 30 MP, 5 Core Temporarily increases an Allied resistance force by 50%. 95 Samerecarm 30 MP, 5 Core Temporarily increases an Allied resistance force by 50%. 95 Samerecarm 30 MP, 5 Core Temporarily increases an Allied resistance force by 50%. moving shot causing force damage to a single goal. 98 Angel Halo 6 MP Vet rakukaja all close party members. 99 Megido 20 MP deals almighty damage to a goal. 99 Repel Force 7 MP, 10 Mag Reflects the next three force attacks on a single ally. Shin Megami Tensei IV[edit | edit source] Race Level HP MP Force -- Dexterity -- Magic --Agility -- Luck -- Herald 72 7404 \in Phys Gun Fire Ice Elec Force Light Dark - - Weak Null - Repel Null Disease Resistance, but it repels it. Diarahan Completely restores one of the allies HP. Stigmata Strike Heavy physical damage and 250% brand is an enemy. Dekaja denies all stat buffs to all enemies. Dekunda denies all the debuffs of all allies. Rakukaja Buffs party defense with 1 level. Race Level HP MP Force 85 Dexterity 85 Magic 85 Agility 85 Luck 85 Herald 79 623 279 Phys Gun Fire Ice Elec Force Light Dark - - Weak Null - Repellent Null Resist Normal Attack Phys x1, 1 enemy needed quest Clipped Wings 1 DLC Special Fusion Herald Uriel x Tree Yggdrasil List Skills Skill Cost Effect Level Tornado God 50 MP Heavy force damage for all enemies. It bypasses all force resistance, but it repels it. Innate Diarahan 16 MP Completely restores an ally HP. Innate Stigmata Strike 20 MP Heavy physical damage and 250% brand of an enemy. 81 Snake of Sheol 45 MP drains a large amount of HP and MP from all enemies. 83 Majin Tensei[edit | edit source] Race Level HP MP Mv Range Mv Type Atk TYPE CP Divine 43 410 426 9 Flight 6 Strength Magic Technique Defense Agility Luck 19 24 15 16 8 Magic Skills Skill Cost Power Range Target Effect Diarahan 40 MP - 0-2 1 Ally Heals all HP Raiden 100% 70 2 Multi Heavy Elec damage Majin: Spiral Nemesis[edit | edit source] Race Level HP MP Mv Range Mv Type Atk Range MAG Herald 93 426 100 9 Flight 1 930 St Ma In Ag Lu Atk P.Def M.Atk M.Def Hit Eva Cr t 30 23 20 20 14 7 160 25 69 65 97 13 13 List of Skills Power Range Cost Target Effect Mazanma 60 2 78 MP Multi 2x Damage Snakes and Machines Song of Life - 0-1 Extra Multi Same like Diarahan Giten Megami Tensei: Tokyo Mokushiroku[edit | edit source] Race Alignment Level HP MP CP Herald Light-Law 34 994 453 66 Intuition Will Power Magic Intelligence Divine Protection 39 39 46 27 37 Force Stamina Agility Dexterity Charm 56 54 48 22 64 Skills List Zanmaon Mediarama Posmudi Paraladi Recarm Persona 3[edit | edit source] Arcana Level Force 44 44 42 Endurance 31 Agility 31 Luck 42 Lovers 61 Inherits Absorbs Block Resists Weak Slash Light - - Ice Dark Skill Card Auto-Maraku (Lv 68) List of Skills Skill Card Auto-Maraku passive automatic Marakukaia at the beginning of the battle. Innate Null Charm passively protects the user from being Charmed. Congenital Mediarahan 40 SP Completely restores the party HP. 63 Matarukaja 12 SP increases party attack. 64 Tempest Slash 13% HP Deals serious slash damage to an enemy. (1-2 hits) 67 Persona 4[edit | edit source] Arcana Level Strength 32 Magic 38 Endurance 24 Agility 33 Luck 39 Lovers 53 Inherit reflects absorbs Block Resists Weak Recovery Ice - Light - Darkness List Skills Skill Cost Effect Level Diarahan 18 SP Fully Restores 1 Ally HP. Congenital Megidola 32 SP deals heavy damage to all enemies. Innate Masukukaja 24 SP increases the party's Hit/Tax Fraud rate by 3 turns. 55 Amrita 12 SP cures all diseases except down and KO (party). 56 Null Dizzy Passive Can't Get Dizzy After Being Knocked Down. 57 Mediarahan 30 SP Fully restores party HP. 59 Persona Q: Shadow of the Labyrinth[edit | edit source] List skills Skill Cost Effect Level Hamaon 24 SP Medium chance of immediate kill. (1 enemy) [Lightbased attack] Congenital Vorpal Blade 94 HP For heavy cutting attack. (1 enemy) Congenital Mediarama 24 SP Moderate HP Restore. (Party) 49 Punisher Passive Raise critical hit rate verses from Enemies Bind. 50 End Shot 138 HP A heavy stab attack that takes longer. (1 enemy) 51 Judgment Sword Passive Perform a regular attack when a Bind is inflicted on the enemy. 52 Persona 5 / Royal[edit | edit source] Arcana Level HP SP Strength 75 Magic 33 Endurance 51 Agility 50 Luck 36 Lovers 73 2600 2270 Phys Gun Fire Ice Elec Wind Psy Nuke Bless Curse Almi - Block - - EXP Yen Material Drop Skill Card 6,061 10,580 - - List of Skills Skill Effect Charge Next physical attack causes 2.5x damage. Heat Riser Buff attack, defense and agility 1 ally in 3 turns. Sword Dance Colossal Physical Damage to 1 enemy. I'm Raphael. I'm going to be a mask and support your health, both mentally and physically. Arcana Level Force 57 Magic 45 Endurance 49 Agility 55 Luck 35 Lovers 78 Inherits Absorbs Block Resists Weak Almighty - Ice Psy, Bless - - List Of Skills Skill Cost Effect Level Sword Dance 21% HP Colossal Physical Decaja 10 SP Denies any buff effect on any enemy. Innate Heat Riser 30 SP Buff Attack, Defense and Agility 1 Ally 3 Turns. 80 3 Auto Persona gains total EXP while inactive. 81 Unfavourable solution to automatically increase critical rate when ambushed. 82 Arms Master Auto Half HP cost physical skills. 83 Raphael. I'm on the mask and support your health, both mentally and physically. Arcana Level Force 57 Magic 45 Endurance 49 Agility 55 Luck 35 Lovers 78 Inherits Absorbs Block Resists Weak Almighty - Ice Psy, Bless - - List of Skill Cost Effect Level Sword Dance 21% HP Colossal Physical Damage 1 Enemy, High Critical Rate. Congenital charge 15 SP Next physical or gun attack causes 2.5x harm to the user. Innate Decaja 10 SP Negate all -food buff effect of all enemies. Innate Heat Take-off 30 SP Increase Attack/Defense/Agility 1 Ally 3 Turns. 80 Growth 3 Passive personas win 100% EXP, even when inactive. 81 Passive unlocking of passive solution Surrounded by increasing critical speed. 82 Arms Master Passive Party HP cost physical skills. 83 Persona Q2: New Cinema Labyrinth[edit | edit source] Arcana Level HP + SP + Type Extract Lovers 56 110 21 Support Tempest Slash List of Skills Skill Cost Effect Level Heaven's Blade 68 HP Heavy Phys attack. If no damage is made during the turn, an extra attack is triggered. (1 enemy) Congenital Samarecarm 36 SF Revive and restore all HP. (1 Ally) Congenital Power Charge 22 SP Triple Physical Attack is the next hit. It takes three turns. (1) Congenital Tempest Slash 63 HP 2-6 medium Phys attacks. (1 enemy) 58 Decay Circle 24 SP Medium Chance Strength Bind each round in 3 rounds. (All enemies) 59 Beast Summon 58 SP Medium Almighty Attack. (All enemies) [Required Circles] 60 Devil Children Black/Red/White Book[edit | edit source] Class Type Race Level HP MP Exp King Sun Boss 36 772 354 - Attack Guard Magic M Guard Speed Luck - - Skills Skill Effect Zanma Heavy damage to one foe. Flare Light Medium injury is an enemy. Light Lance Heavy damage to an enemy. He hits twice. Class Type Race Level HP MP Exp King Sun Boss 36 386 177 561 Attack Guard Magic M Guard Speed Luck 35 33 35 33 25 27 Skills Skill Element Cost Effect Zanma Wood 10 MP Serious damage to an enemy. Flare Light Sun 15 HP Medium damage for an opponent. Light Lance Sun 60 HP Serious damage to an opponent. He hits twice. Makakaja Sun 6 MP adds Magic to all enemies. DemiKids Light & Light Lance Sun 60 HP Serious damage to an opponent. He hits twice. Makakaja Sun 6 MP Great HP recovery is an ally. Mazan Wood 18 MP Light damage to all enemies. DemiKids Light & Li element type Level HP MP Exp King Wind Holy 46 485 223 885 ATK DEF MGC RES SPD LCK 41 42 45 41 40 Skills Skill Element Effect Glowmax Light 18 HP Small dmg +Mute. 2 Enemy Healmax All Easy 30 MP Max HP Recovery. Party Spellblock Light 12 MP Spell Reflect. Self Cyclolok Wind 15 MP Large dmg. 1 feltámasztása Light 25 MP Revive +Max HP. 1 Ally Kombók Combo Element Cost Effect Partner War Breath Light 35 MP DMG + elnyeli kecske Macska Power Type Effect WindProof Elemental megakadályozza megakadályozza wind attacks. Devil Children Fire /Ice Book[edit | edit source] Class Type Race Level HP MP Exp King Wind Divine 46 485 223 885 Attack Guard Magic M Guard Speed Luck 41 42 45 43 41 40 Skills Mahanma Holy Shot Mediarahan Makar akarn Zandyne Samarecarm Card Summoner[edit | edit source] Digital Devil Saga: Avatar Tuner 2[edit | edit source] Race Level HP MP Drops Light 35 ~3500 on Star Ruby reflects absorbs Void resistant to weak - Force Earth, diseases, Death, Expel physical injury and 18% poison for all enemies. Winged Fury Heavy force damage and debuffs tax evasion/accuracy on random enemies. Zandyne Heavy did force damage to an enemy. Mazandyne Heavy force damage to all enemies. Debilitate reduces avoid/accuracy/defense/physical/magic power in 1 level for all enemies 4/5. Expelled-type. Ziodyne Strong electrical damage and shock on an enemy. Maziodyne Strong electrical damage and shock to all enemies. Rakunda reduces your defenses to 1 level for all enemies. Gallery[edit | editing source] Official poster book art Kazuma Kaneko.Raphael as she appears shin Megami TenseiRaphael as she appears shin megami tensei IVRaphael as she appears persona 3Artwork in Devil Children Red/Black BookRaphael's sprite of Shin Megami Tensei IIRaphael as she appears shin Meg Tenseami III: NocturneRaphael as you appear in Persona Q: Shadow of the LabyrinthRaphael in Persona 5 RoyalRaphael in Persona Q.A. (No background)Raphael in Shin Megami Tensei: Liberation Dx2Add a photo, to this gallery Trivia [edit | editing source] Raphael design Shin Megami Tensei IV references, how Raphael is often portrayed in religious art as carrying a stick or stick and walking, often leading a lost child or traveler back in the right direction, symbolizes Raphael's role as patron saint of travellers and exemplary guardian angel. Social content is available under CC-BY-SA, unless otherwise stated. Noted.

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