

## Continue

Persona 4 margaret fight

The Bonus Boss: A Date With Margaret So, if you have met all the requirements to fight the bonus boss I laid down last time, at the end of the game they will enter the Velvet Room and Margaret will give you a short story about her sister Elizabeth and challenge you to a duel. So, for those unfamiliar with Persona 3, here's an executive summary of the information we get: Elizabeth played Margaret in The Journey and The Answer. He leaves the Velvet Room after The Answer. He leaves the Velvet Room after The Answer. He leaves the Velvet Room after The Answer. back, but first he wants to fight us for reasons that will make absolutely sense later. Maybe. Anyway, Margaret will be waiting for us at the end of Paradise. This means we have to beat the bonus shadow there before we can fight it (you'd be CRAZY not to want the Chakra Ring for this fight anyway). You will notice that the atmosphere is extremely different when you approach the final sky if you have done everything right. And when you approach the platform, things will start... VIDEO- Showdown with Margaret Click here for the ultimate battle! I spoke to my master after you left. Looks like Elizabeth also requested a duel from our last guest. Although there's no way of knowing if the boy brought her on offer. \* Chuckle \* I called my sister stupid, but it looks like we're really close. Are you sure you're ready...? I'm ready. Like the one who rules power... I will fight with the utmost deference in your days. Show me what's beyond a simple exchange of words. Now, let's get started. Don't let me down! Hey... She's beautiful... Hey, Senpai? Who is she? How do you know...... What the!? It's floating!? His level of power is crazy! What is it!? Don't tell me you're going to fight it!? Bonus Boss: Margaret Margaret is a very special type of fight. The first thing to keep in mind is that its attack pattern is 100% predictable. You'll always know which is important. That's because it hits HARD. If it's not debilitated, it can do huge damage to your group. The second thing to keep in mind is that you can't use an almighty sphere on anyone during this fight. If you do, chain 9999 Megidoloans damage to death. The third thing is that it will do one of those rounds every 50, regardless of what, so you'll probably want to give your MC an accessory with Endure like the Partial Award for each case. It can be shot down by a critique, and unless you have something like Vile Assault you might as well take the All Out because you'll never dizzy it. It has 15000 hp which it is important to keep in your mind. So, two things control which attack Margaret will use. The first is his health, the second is a meter of the curves taken. While her health is over 80%, she will only attack people. It is harmful to an attack there's not much to worry about. When it gets to 80%, things get a little more exciting, because that's when its person cycle will begin. This is the cycle: Curve 1: Siegfried: Drain the Fire. Ability: Ragnarok, Meltdown (Mega Fire to Celebrate) Round 2: Loki: Ice Drains. Skill: Niflheim, Cocytus Pain (Mega Ice to Celebrate) Round 3: Okuninushi: Elec Drains. Ability: Thunder Kingdom, Narukami (Mega Elec at the Party) Turn 4: Cu Chulainn: Wind Drain. Skill: Panta Rhei, Divine Wind to Celebrate) Turn 5: Oberon: Nulls Everything. Skill: Mental charge Curve 6: Ardha: Resists everything. Skill: Megidoloan And then he will return to Turn 1. What it will do is use mega group damage spells every turn unless you have someone weak for the element it is currently using, at which point it will use the single mega target damage spell on them THEN use the group one with its One More. Of course you have to look at yourself when he worries because the Megidoloan will kill you. After a while, Margaret's going to talk shit. I'm telling you now, discard any worries you may have for me. The main threat at this stage is to forget what it will do next. If you brought Teddie or Yukiko be very careful to guard them through their weakness when preparing to use it, or will lose their Endure and as we will see later having it can be very important later. Anyway, things get 50% more exciting. My apologies, but I'm even more anxious to defeat you now! And then she switches to Lucifer and throws Morning Star at you. This is like Megidoloan but uglier, more or less. It doesn't even matter which elements Lucifer is really vulnerable to, because at his next turn he will turn to Ardha and throws Diarahan. So now she's back in her 80% phase, but since she's in Ardha she'll take half the damage out of everything (even Almighty). One thing to keep in mind is that it will return exactly where it was in the sequence once it's below 80% again. Things normally proceed at that point until it reaches about 40% health. That's when Margaret stops playing with you. Oberon will start throwing power charge instead of Mind charge, and will have a whole new turn 6. Think about the worst thing he could do with a Power Charge, then look down. Turn 6 New Yoshitsune: Drena Phys. Skill: Hassou Tobi yes, starts using Power-laden Hassou Tobis as his sixth action. Weaker characters such as Naoto, Yukiko, or Teddie can die even if they guard unless they are debilitated and have rakukaja. Ideally you have a Trumpeter or Norn canceling physical one way or another, because this allows you to reformulate deactivate if you need to activate the turn it loads. If you don't, another option sacrifice someone to use an attack mirror on Souji. Keep scraping people and dragging them down in the best possible way. You will know that you are approaching when you see this: Now, show me ... Show me what beyond the battles...! Again, you have 50 rounds to kill her before she uses a 9999 megidoloan at the party. If you can stand it, you buy yourself another 50 shifts. In the unlikely situation where you're still fighting her at the age of 100, it will end mercifully with another 9999 megidoloan. Take it off, though, and congratulations. You beat the toughest enemy in the game. Before Elizabeth leaves... she told me. A soul asleep at the ends of the world - that of a young man who has dedicated himself to becoming a seal ... That soul is in danger of preventing humanity, which has lost the joy of living, from recalling the final destruction... He told me he was going to save him from that fate. Actually, I was wondering what kind of nonsense he was talking about. No... She said that if she couldn't do it herself, she would combine her powers with those related to that soul to put in place a miracle. Maybe all he said was the truth... And that was his reason for leaving the Velvet Room... She must have come to understand what I now understand... You, a human, won against power... You showed me your potential. Those who are looking for themselves... are none as long as the search continues. It's not empty, but unlimited potential... It means that the seeker can choose to be anything he wants. I planned to bring her back by force... But I'm not interfering with her anymore. His desire seems astounding to contemplate... But luckily, time chains are loosened for us residents. Even if there's not enough time in one era, and it takes its eons... He's going to fulfill his mission. This guy my sister took such a fantasy to... \*chuckle \* I'm a little curious what kind of human he needs to be. Your victory was truly incredible. And I have to thank you, Souji. Of all the humans I've met so far, you've shaken my soul the most. This is proof of my reverence... Please accept that. > got Raden Bookmark! With so much power and will, you can 't cross your limits and feel you can't cross your borders, you'd lie to yourself. Just remember today's victory. No need to worry. Even if you have to miss everything... your soul will not be isolated. What if that happens... Just like Elizabeth did for the other guy, I'il do it for you. Well, then... I will return to the Velvet Room and start my original tasks. Let's meet again. So yes, Margaret describes for us what happens after The Answer now. Elizabeth leaves the Velvet Room and allys with Aigis (and perhaps the rest of the P3 crew but definitely Aigis). They decided to save the MC from P3 from its fate to be constantly from Erebus to prevent him from reaching the NYX. This is actually in principle possible if you could get rid of Erebus and I expect this to come back into a game at this point. P4 P4 Manga P4 Anime P4G Anime Live Action P4AU P4D PQ PQ2 Mysterious Woman (P3P) The Sadistic Stud-Keeping Secretary (P4AU) Mar-Garotte (PQ) Velvet Sapphire (PQ2) Bishamonten, Jikokuten, Zochoten, Komokuten, Mokoi, Neko Shogun, Nigi Mitama, Kusi Mitama, Ara Mitama, Ara Mitama, Clotho, Lachesis, Atropos, Pixie (P3P)Siegfried, Loki, Oukuninushi, Cu Chulainn, Ardha, Helel (P4AU) Michelle Ann Dunphy (Person 4)Yoshitsune, Cu Chulainn, Ardha, Helel (P4AU) Michelle Ann Dunphy (Person 4), Persona 4 The Animation, Persona 4 Arena) Marisha Ray (Persona 4 Arena Ultimax, Persona 4: Dancing All Night) The truth is something that only appears to those who have observed, considered and made a choice. At the end of the path you have chosen there is the truth... Believe in it, and continue without faltering. --Margaret to the protagonist after Igor gives the Sphere of Sight Margaret is a character in Person 4. Assistant to Igor, she is the only Velvet Room assistant in the original version of the game. In Persona 4 Golden, she is accompanied by Marie. Appearances[edit | edit source] Design[edit | edit source] Elegant lady and Velvet Room resident, Margaret has platinum blonde hair, pale skin and golden eyes; shared traits with his brothers and sisters. She is said to be incredibly beautiful, and Rise even expresses envy for her beauty when the investigative team meets her. Like her siblings, she is dressed entirely in dark blue with matching high-heeled shoes and uses black and gold accessories. In addition, Margaret carries around a blue book, entitled Le Grimoire. Margaret is | a professional and quiet individual and is significantly more mature than her vounger brothers Elizabeth. Theodore and Lavenza, although she shares Elizabeth's sense of humor. However, it shows an angry side with her in Persona O when Theodore accidentally gets her hair wet and in Persona O2: New Cinema Labyrinth when Caroline and Justine had a meltdown incident. She is very concerned about Elizabeth's relationship with the protagonist of Persona 3, as she decided to leave the Velvet Room to find a way to save him from his fate. This also makes it clear that Margaret is very loval to her master loor. She can also be guite scary when she's angry, as even the usually haughty and arrogant Caroline and Justine wouldn't dare make her angry. Profile[edit | edit source] Margaret in Vision Quest Hall. A new door will appear on the left side of the Tartar lobby when the protagonist (regardless of male or female) chases the good ending by not killing Ryoji. Margaret will be at the center of what appears to be another version of the Desert of Gates from the Abyss of Time. This is the Vision Quest, where challenges the party to face of Full Moon Shadows, as well as battles that test the abilities of Strength, Magic, Agility, Endurance, and Fortune. Winning these battles will grant items, gems, and magic cards as rewards (the type varies depending on the number of wins, and in some cases, some conditions must be met during the battle to earn specific rewards). If all challenges are successfully met, Margaret will serve as the second optional boss in the game. It gives the player the key jade bookmark of Person 4. Persona 4[edit | edit source] Margaret is Igor's new assistant and resides in the Velvet Room. He

made his first appearance alongside loor when the protagonist fell into his subconscious during his trip to Yasoinaba. Similar to Persona 3, while loor is responsible for the persona 4, while loor is r and re-summon them. In addition to managing the Persona compendium, Margaret also runs the Fusion Forecast service, where she predicts that can affect a Person during the merger. As a quiet and professional woman, Margaret doesn't talk much to the protagonist until her Knowledge status reaches Expert. Only then would Margaret begin to open up to the protagonist. Margaret also worries about remembering that the protagonist is the first velvet room guest not to be welcomed by Igor, but rather by Margaret, an assistant. Margaret would later say that the protagonist is also casually the first person she officially welcomes. Feeling a sense of kinship, Margaret creates empress Arcane Social Link with the protagonist's interactions with Margaret, it is revealed that Margaret possesses a foolish and extravagant sense of humor despite her initial image as a composed and dignified woman. Later, the protagonist can visit Margaret before the day she leaves Yasoinaba if she completes Empress Arcane Social Link. Margaret appears in front of the Velvet Room in the Yasoinaba shopping district. After the protagonist meets her, she wonders if she would be able to see the protagonist once again and tells the protagonist to close her eyes while she gives him a farewell gift. Margaret then seizes the opportunity to steal a kiss from the protagonist, telling him that since this action is considered sinful in the Velvet Room, she does not want the protagonist to see her sinful actions. If players continue from the last cycle of persona 4's true ending arc, the protagonist has the opportunity to challenge Margaret in a battle in the second cycle of the True Finale. To do this, the must first meet several prerequisites: all optional bosses must be defeated and Empress Arcana Social Link must be completed, both completing Magatsu Inaba. In addition, in the True Ending of the second cycle, the protagonist must revisit the Velvet Room after obtaining the Sphere of View before talking to the Moel Gas Station Attendant. If the protagonist were to talk to the attendant before visiting the Velvet Room, Margaret would not challenge the protagonist in a battle. In the Velvet Room, Margaret reveals that she has a sister who has left the Velvet Room, leaving her in charge of her sister's role. The sister mentioned is Elizabeth. Through the protagonist's conversations with Margaret, Margaret mentions that everyone who has entered the Velvet Room is destined to be on their way to discover their true self, including those residing in the Velvet Room. Elizabeth, however, leaves the Velvet Room of her own free will, an action that greatly surprises and disturbs Margaret. Margaret informs the protagonist that she would like to find out the reason for Elizabeth's stupid actions, and wishes to bring her back. Margaret also wonders aloud whether Elizabeth discovered her reason for life on her own, and then left the Velvet Room, and begins to guestion her very existence. To find Elizabeth and bring her back, however, Margaret believes that she should first understand the true meaning of her life and invites the protagonist to a battle, telling him that she is waiting for the protagonist at The Heaven's End. Person 4 Boss Margaret Expert Margaret battle boss Once she reaches the end of Heaven, Margaret informs the protagonist that she has learned from her master that Elizabeth has also challenged one of their previous guests in a battle, but it is not known whether the guest accepted the challenge. Challenging the protagonist to a battle, Margaret turns out to be a powerful user person similar to Elizabeth, as well as having the ability to summon more Personas. All of his characters are handsome-looking males like Oberon and Helel. After defeating Margaret, Margaret reveals during their battle that Elizabeth once told her that she wanted to leave the Velvet Room to help a young man who had risked his soul to save humanity. Margaret then exclaims that she originally thought what Elizabeth said was absurd, but eventually came to believe her. Margaret mentions that all those who are looking for their answer to life have endless possibilities, but in the end, the seeker himself can only find his own reasons by deciding what their role would be, similar to what Elizabeth did. Thanking the protagonist, Margaret then tells him that if she were to suffer the same fate, or worse, she too would do her best to help the protagonist, no matter how long it would take. Awards[edit | edit source] In the events of the protagonist's visits Velvet Room, Margaret grants the protagonist various rewards if certain prerequisites are met. Per Per in case the protagonist competes with a certain percentage of the Compendium Person, Margaret will grant the protagonist the Velvet Ticket, which reduces the cost of re-convening Personas in the Compendium by 10%. The prerequisite velvet item effect ticket reduces the cost of the Person Compendium by 10%. Complete 25% Compendium Person. Velvet Card increases the cost discount of the Person Compendium to 15% Complete by 50% Person Compendium. Velvet Pass increases the cost discount of the Person Compendium to 20% complete by 75% Persona Compendium. Velvet VIP increases the cost discount of the Person Compendium. Velvet Pass increases the cost discount of the person Compendium. Complete at least 50% of active social links. Mandara Robe Armor for the protagonist. Complete all social links. Social links. Social links. Social links are the sudden death of my predecessor. You may be the first person Margaret before starting the main article of Social Link: Social Link/ Margaret Unique from other social ties, Empress Arcana gets up every time the protagonist completes a request from Margaret. The requests revolve around the creation of specific Personas with specific skills: the fulfillment of the request is not activated on the fusing of the Person in question, but rather when the protagonist subsequently enters the Velvet Room; all you need is to leave and enter again. Completing all of Margaret's demands, Margaret tells the protagonist that she is not really interested in the results, but in the protagonist's efforts to meet her demands. Margaret then explains that the protagonist is essentially training her soul, that her own action actually stirs her heart more than any word she can express, and tells him that one day, the protagonist could be the one who gives her her response to life. Margaret then gives the protagonist her spiral brooch as a sign of their friendship. Completing the Empress Social Link also gives the ultimate person of Empress Arcane, Isis. Persona 4 Golden[edit | edit source] If the protagonist maximized the Aeon Social Link for Marie before the defeat of Ameno-sagiri, and the protagonist visits the Velvet Room on January 2, he will discover that Marie has disappeared. Knowing her connection with her, Margaret tells the protagonist that she will begin to for him. Over the next few weeks he will call the protagonist, giving him updates on his research. During the ski trip, the protagonist and another or more friends friends choice to get lost in a blizzard and take refuge in a shed behind the lodge. Inside is a TV, which Margaret uses to get the Investigative Sguad in, showing up to others and revealing Marie's location, hollow forest. If the protagonist were to maximize Margaret's Social Link and ask her if she has another request, she will give him deep blue clothes costumes, which are the clothes of all three residents of the Velvet Room. The protagonist, Naoto, Yosuke and Kanji will receive Theo's dress, Yukiko will receive Margaret's and Chie Elizabeth's. Margaret also manages skill cards during Marie's absence. Margaret can be fought on New Game Plus regardless of the ending she got in the previous playthrough. In addition, the deadline for meeting the conditions required to fight you has been extended to 5 February. Persona 4 The Animation[edit | edit source] Margaret in Persona 4 The animation margaret's role in the anime adaptation is slightly altered compared to the original game. He assumes many of Igor's duties, such as explaining to Yu many things about Personas and how to become stronger. In addition, he always comments on yu's ties during the show at the beginning of each episode. In episode 19, she first appears outside the Velvet Room at school, except that only her voice is heard saying fortunes during the school culture festival. He apparently talks to Nanako after this, calling Yu a whore-man. In the True Ending special Margaret slaps Yu in the face as she begins to submit to Izanami's illusions/fog, and says it was a shame they had to be put in this situation before summoning her Characters to attack him. Although hesitant at first, he manages to react with the help of his characters. After the final confrontation between Helel and Izanagi, Margaret congratulates Yu and gives him the Sphere of Truth, reminding him that he will never really be alone, and disappears before Yu can thank her. He returns again towards the end of the episode with Igor to congratulate Yu on discovering the truth of the mystery. Persona 4 Arena[edit ] edit source] In addition to her role on the character selection screen. Margaret is a key character in both Elizabeth and Yu's stories, Just as Elizabeth continues to watch over Aigis, her former host, to prevent her from making dangerous mistakes or whenever she begins to let her doubts and emotions take her place, Margaret will do the same for Yu whenever she is about to do the same, and take him to the vents of Person 3, because when Elizabeth first told Margaret her fairy tale, she immediately realized that the young man in the story is in the protagonist of Person 3. It is implied that in the future. Margaret will bring Aigis back to the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in the Velvet Room and and Elizabeth's abandoned duty to assist her in ther in the Velvet Room and and Elizabeth's aband Arena Ultimax appears as a fictional | DLC in the seguel to Persona 4 Arena. Use multiple personas; in particular, Cu Chulainn, Ardha and Yoshitsune with Helel appearing for his Instant Kill technique. His leitmotif is a radical remix of Aria of the Soul. In story mode P3 convinces Theodore to travel outside the Velvet Room by sending him a search to get a hundred cans of cola. During the True Ending, both she and Elizabeth witness the battle between Yu and Sho Minazuki, noting that Minazuki's persona was plotted to Sho. She tries to convince Elizabeth to return while Theo is worried about her and notices that one day she will probably become a visitor to the Velvet Room. He converses with Yu after Sho leaves and the muses look forward to their next battle. Safely transport everyone out of the tower at Yu's request. Note Theodore and that brought her the cola she requested. Upon learning what she had seen of the exterior and ties, Margaret admitted that she had done well and told him to return to the Velvet Room. Persona 4: Dancing All Night, Margaret takes the lead in the story. Completing certain conditions in the game, he will be available as a playable character, but only in Free Dance and can be fever partner with Yu, Teddie, Yukiko or Marie. Persona Q: Shadow of the Labyrinth[edit | edit source] At the beginning of the game in the P4 side, it is confirmed that the Familiar Voice in the P4 Culture Festival is Margaret. As the only inhabitant of the Velvet Room at the beginning of the Persona 4 side, Margaret serves as a weapons and object seller, Velvet Room assistant, and nurse. Once the cast of Persona 3 is introduced in this journey, Elizabeth and Theodore take care of these tasks, leaving Margaret strictly responsible for casting person. When they meet, Margaret seems to want to ask Elizabeth more about what happened with her host, but decides to leave him. Once both protagonists reach level 55 or higher and the player enters the Nurse's Office, Margaret can be seen discussing the power of the Wild Card with Elizabeth. She makes a request that only the two heroes fight against her. Defeating it allows both to earn their final Personas, and the rest of the people in the group will evolve when they reach level 55 or the next time they get a level if they are already level 55 or higher. Margaret, along with Nanako, Marie and her siblings, is also available as a DLC navigator for \$3. DLC navigators do not have additional skills. can replace fuuka's voice or rise to provide Selecting them from the Support section of the Party menu. Strategy[edit | edit source] Persona 3 Portable[edit | edit source] Battle Theme: Unavoidable Battle Now has a number of new conditions for battle and uses several Personas. She is known to be much harder to defeat in P3P than in P4, because, like Elizabeth and Theodore, she now acts twice in a single turn, causing her much more damage than before. In addition, it cannot be shot down, unlike P4, preventing the use of All Out Attacks. During the battle with Margaret, the protagonist must not equip the Almighty Sphere and must deal a specific amount of damage (5000+) every 10 rounds or use her Pixie to launch Megidolaon and kill the party. As in P4, the protagonist must defeat her within 50 rounds or use Megidolaon again to end the battle. Phases and battle tactics The first stage is the physical abilities. Use the Four Heavenly Kings at this stage. Use attack, bar, or pierce skills, as well as power charge. Margaret will use physical abilities in both shifts and can only be damaged by physical abilities; however, of the three categories of physical damage from one while taking damage from the other two. The type of physical damage it absorbs is the same as the type used during its second attack. She will only use Power Charge if one of her attacks is a critical blow against a party member or if one of her attacks is repelled, heal her and grant her an additional turn. Since few allies can inflict significant physical damage and because repelling an attack heals Margaret, this is widely considered the most difficult phase. Unlike the battle with Elizabeth or Theodore, it is not recommended to use a Person with a high counter. The invocation of the Revolution is also discouraged as it further increases its chances of inflicting critical blows. For all stages, equip barbaric reinforcements for the entire team and assign a Person all the group's -kaja abilities can counteract the damage. The second phase is the negative state effects phase. When all party members suffer from any negative status effects, it will use a variety of attacks on the player, as well as Stagnant Air and Foul Breath to increase its chances of inflicting ailments. If a state effect on the party is removed or any member is not under the influence of a disturbance, it will throw another state effect. It always starts with Poison is removed, it will throw any other random status effect. At this stage he nullified only Light and Darkness. Use Mokoi for state disorders and Shogun Neko for non-state disturbance attacks, especially elemental damage. Equip a Person with the Will ability does not allows the player to undo all disturbances except Poison. If the player allows allows protagonist of being poisoned while healing allies, Margaret will lose non-disturbance attacks, as it is not until the entire party suffers from disturbances that she uses other attacks. When a person user with healing skills has been enchanted, remove the disorder immediately while replenishing Margaret's health. Anger can be used to your advantage, but it only risks if the affected user has a high rate of evasion and/or defense. The third phase is the elemental attack phase. It is vulnerable only to the opposite element of its previously used attack (for example, Fire  $\leftrightarrow$  Ice, Wind  $\leftrightarrow$  Elec). Use the four Mitamas at this stage: Nigi Mitama for ice abilities, Kusi Mitama for kind abilities, Kusi Mitama for fire skills, and Saki Mitama for electricity skills. It can be damaged with elemental gems (Agile, Bufula, etc.) or elemental magic. Its resistance to magic is quite high during this phase; Dyne element attacks only deal 100 to 200 damage, so players are advised to use elemental gems collected during the game to deal the required amount of damage needed within ten rounds. Alternatively, throwing mental charge for one turn (to improve damage for the next) is worth more than attacking nonstop. It is recommended to use personas with the appropriate elemental and amp abilities and with the absorbent ability or nothing of their weak element. For the protagonist's characters, Surt, Odin, Skadi, and Norn are priceless at this stage for their special elemental abilities. During its fourth phase, it will throw Power Charge and Mind Charge during its first round. He then uses a variety of debilitating skills such as Marakunda, Spirit Drain, Tetrakarn, Makarakarn, and Evil Smile. During the final round of this phase, he will use one of these attacks: Ghastly Wail (if any party member is afraid), Megidolaon, Akasha Arts, Vorpal Blade, and Myriad Arrows. Use the Moirae Sisters at this stage: Clotho for power charge and mental charge, Lachesis for debilitating abilities, and Atropos for offensive abilities. Note that you can end the battle shortly after the start of this phase using the Armageddon fusion spell. It deals 9999 damage, and Margaret's health is very close to less than 10,000 when this phase begins. Be carefu not to use it immediately, however, as it may end up with a small amount of health remaining. If you try and don't end it with the other members of your party, he'il use Megidolaon to wipe out the party. If she is not defeated in these 4 stages yet, she will randomly use Personas until she uses Diarahan on herself, then uses Megidolaon to wipe out the party. Persona 4[edit | edit source] Battle Theme: I'll Face Myself Unlike Elizabeth, the protagonist can along with his companions. In addition, the protagonist can equip any Personas who cancels his attacks, but equips accessories that protect from his will bring Margaret kill all the characters instantly. It follows a distinct pattern, which continues to pedal until its 50th round, in which it deals 9,999 damage to all characters: HP Phys Fire Ice Elec Wind Light Dark Attacks 100% - 85% - - - Nu Nu Phys. Attacks 80% - 0% (1st round) - Dr - Nu Nu Ragnarok, Meltdown (Siegfried) 80% - 0% (2nd round) - - Dr - Nu Nu Niflheim Cocytus Pain (Loki) 80% - 0% (3rd round) - Dr - Nu Nu Thunder Reign , Narukami (Oukuninushi) 80% - 0% (4th round) - Dr - Nu Nu Thunder Reign , Narukami (Oukuninushi) 80% - 0% (4th round) - Dr - Nu Nu Panta Rhei, Divine Wind (Cu Chulainn) 80% - 0% (5th round) Nu Nu Mind Charge (Oberon) 80% - 30% (6th round) St Nu Nu Megidolaon (Ardha) 50% - 0% - - - Dr - Nu Nu Morning Star (Helel) 50% - 0% - Dr - Nu Nu Diarahan, Physical Attacks (Ardha) 30% - 0% (5th round) Nu Nu Power Charge (Oberon) 30% - 0% (6th round) Dr - Nu Nu Hassou Tobi (Yoshitsune) Round 50 - Nu Nu Megidolaon (9,999) dmg) (Oberon) Defeating Margaret gives the key element Spiral Bookmark, Margaret's precious bookmark. Margaret follows | still all his persona 4 schemes, with the only difference that he now gets 2 laps in a row. Because he now acts twice in a single turn, he will throw Megidolaon every 25 rounds. It is recommended to have a Person with a Lasting Soul, Endurance or any accessory that revives you from death to ensure your survival. In addition, the names of three of his unique serious elemental spells have changed to Golden - Meltdown becomes Prominence, Narukami becomes Jihad, and The Divine Wind becomes Divine Void. Persona Q[edit | edit source] Power of the Wild Card[edit | edit source] To compensate the player who faces her with only two party members, Margaret is not as strong as previous bonus boss fights, with fewer HP and possessing less powerful attacks. The fight will proceed relatively guickly with the use of buffs and debuffs, but when it approaches low HP it will start using Mazionga and Magarula that can hit the weakness of the protagonists. Learn the scheme and protect appropriately and it should come down on time. A family affair[edit | edit source] Margaret has slightly higher health than the rest of her siblings, so she'll probably be the last of them to come down. It can also act twice per turn, but preferably would use its second action to perform a normal attack. Margaret's moveset is less varied than her siblings, as each turn cast out a Ma-dyne spell. However, once the party defeats Theodore and Elizabeth before her, she breaks her other Personas and begins using Crazed Slash and Megidolaon. Every 5 rounds during the battle, at least on Risky, if none of the Velvet Room brothers have any impaired action with Binds or disturbances, Margaret will launch an all-out attack on the party, making incredible omnipotents damage to them. If Theodore or Elizabeth are knocked out, Margaret will revive them with Samarecarm before starting the all-out attack when the time comes. Eliminating all 3 brothers in guick succession would be necessary to avoid extending the battle. If a party member had equipped the Almighty Sphere, he would relentlessly attack, along with his brothers, a 9999-damage Megidolaon. This controls only the Almighty Sphere itself; if a party member is naturally immune to all elements, continue as usual. Statistics[change | change source] Person 4[edit | change source] Arcane level HP SP Strength 99 Magic 99 Endurance 99 Agility 99 Luck 99 - 96 15000 90 000 Phys Fire Ice Elec Wind Light Dark Almi - Null Null - EXP Yen Normal Drop Rare Drop 7799 16960 - List of Skills Skill Effect Ragnarok deals severe fire damage to 1 enemy. Fusion \* Deals severe fire damage to all enemies Niflheim deals severe ice damage to 1 enemy. Cocytus' pain deals severe ice damage to all enemies That the Thunder Kingdom deals severe electrical damage to 1 enemy. Narukami \* Deals severe electrical damage to all Panta Rhei enemies deals severe wind damage to 1 enemy. Divine Wind \* Deal severe wind damage to all Power Charge enemies The next physical attack will be greater than 250% in power. Mind charge The next magic attack will be greater than 250% in power. Megidolaon deals severe almighty damage to all enemies. Morning Star deals enormous almighty damage to all enemies. Hassou Tobi deals light physical damage to all enemies 8 times. Person O: Shadow of the Labyrinth [edit source] HP Attack Defense Strength Level 53 Magic 60 Endurance 60 Agility 53 Luck 44 58 3700 159 180 Exp Drop 1 Drop 2 Drop 3 0 - Stabbing Cut Bash Ice Fire Elec Dark Wind Alm - Null Null - Sleep Panic Poison Curse Paralysis S-Bind M-Bind Down KO Resist Null - Skill List Vorpal Blade Effect A Heavy Cut Attack. (1 enemy) Maragion A medium fire attack. (All enemies) Mabufula A medium ice attack. (All enemies) Sorceress An average attack by Elec. (All enemies) Magarula An average wind attack. (All enemies) Megidola A heavy Almighty attack, with medium chances of culling. (All enemies) HP Attack Attack Force Defense 85 Magic 99 Resistance 90 Agility 83 Luck 70 99 11500 255 270 XP Drop 1 Drop 2 Drop 3 0 - - Stabbing Cut Bash Fire Ice Elec Wind Light Dark Alm - Null Null - Sleep Panic Poison Curse Paralysis S-Bind M-Bind Down KO Resist Null List of Skills Skill Effect Maragidyne A heavy Fire attack. (All enemies) Mabufudyne A heavy attack of ice. (All enemies) Maziodyne A Heavy Attack (All enemies) Magarudyne A heavy wind attack. (All enemies) Crazed Slash 5-7 heavy attacks against random targets. (All enemies) Megidolaon A grave almighty attack, with possibility of abatement. (All enemies) Power charge Almost triple the user's physical attack for the next shot. Lasts 3 laps. Mind charge Almost triple the user's magic attack for the next shot. Lasts 3 laps. Samarecarm Revive, with full HP recovery. (1 ally) Person Q2: New Cinema Labyrinth[] source change] HP Attack Defense Strength Level -- Magic -- Endurance -- Agility -- Luck -- ??? Exp Drop 1 Drop 2 Drop 3 2500 -Phys Fire Ice Elec Wind Psy Nuke Bless Curse Alm - Weak - Weak - - - Sleep Confused Poison Hex Paralysis S-Bind M-Bind A-Bind Down KO - List of Maragion Medium Fire Attack Skill Effect abilities. (All enemies) Attack of the Light Fire of Maragi. (All enemies) Mabufula Medium Ice attack. (All enemies) Mabufu Light Ice Attack. (All enemies) Mazionga Medium Elec attack. (All enemies) Attack Mazio Light Elec. (All enemies) Magarula attack. (All enemies) Magarula attack. (All enemies) Magaru light wind attack. (All enemies) Agilao Medium Fire attack. (1 enemy) Bufula Medium Ice attack. (1 enemy) Garula Medium Wind attack. (1 enemy) Zionga Medium Elec attack. (1 enemy) Tempest Slash 2-6 medium Phys attacks. (1 enemy) Stronger in Boost. Megido Medium Almighty attack. (All enemies) Mind Charge Triple magic attack for the next shot. Lasts 3 laps. (Car) Battle Quotes[edit | edit source] Persona 3 Portable[edit | edit source] See my power! (Cast a spell) Here! (Cast a spell) What's it like? (Cast a spell) Too slow! (Dodge an attack) No! (Damage suffered) Amazing... (After being defeated) Person 4[edit | edit source] Quotes: I am charged with the heat and tension of the battle ... now let's get started! Don't let me down! (Start of battle) Resist this! (Cast a spell) Just look! (Cast a spell) Person! (not used) I'm not done yet! Stay on your feet! (not used) You're tough, but that makes it more interesting! (not used) I'm not holding back. (not used) Don't worry, I'm not even close to being done! (not used) How about this? (not used) I hope you're prepared! (not used) I'm going to use all my strength. Resist this! (not used) Focused! I know you're more than that! (not used) That's not enough. Show me everything you have! (not used) This is just for you! (not used) Ugh... Huh... Ugh... finally, a simple human being defeated me... (not used) I'm even more intrigued. (Recovery from down) Ugh... I let my guard down. (Recovery from down) Ugh... I'm better than that. (Recovery from down) I'll tell you now, any concern you may have for me!. You will honor me by fighting as if you intend to kill. To betray would be offensive to say the least. (75% HP) Phew... How long have I felt him invigorated? My apologies, but I'm even more eager to defeat you now! (50% \*anse\* \*gasp\* ... How wonderful... Even Elizabeth never supported me that far in the corner... Now, show me... Show me what's beyond the battles! (25% Health, after healing) No! (After being defeated in P4) Persona 4 Arena Ultimax[edit | edit source] Quote: Quote (Japanese): I take any moderation as an insult, understand? Here... You who reside to be able... in the epitome of his strength! Come! One that gives life! Hone your skills ... and come and see me again. Now rest... Let the brightness hug you... Now I'm asking you to entertain me... If you don't use all the strength you have, you'il regret it. Not yet. Please allow me to continue. (Retry) That is not enough. I want to feel more warmth. (Retry) Gallery[edit | edit source] Persona 3 PortableMargaret up close from the bosses' secret battle in Persona 3 Portable Persona 4 Concept and Elizabeth. Conceptual illustration of Margaret's expressions. Margaret in Margaret and Elizabeth's Christmas illustration of Velvet Room by Altus Persona 4 / The Golden AnimationMargaret on the DVD cover of P4A Volume 10 Margaret in the Golden Animation Persona 4 Visualive the EvolutionMargaret as she appears in Persona 4 Visualive the Evolution Margaret in the Golden Animation Persona 4 Visualive the Evolution Margaret as she appears in Persona 4 Visualive the Evolution Margaret presents the rendering of Orb of Sight Persona 4 Arena Ultimax Margaret in Persona 4 Arena Ultimax Margaret in the manga Ultimax Arena Ultimax Arena Ultimax Arena Ultimax Arena Ultimax Arena Ultimax Margaret in the set Velvet Room Persona Classics (Paid DLC) Persona Q: Shadow of the LabyrinthMargaret's animation design with Margaret Margaret Appears on the cover of the volume -Roundabout- Persona Q2: New Cinema LabyrinthMargaret's All-Out-Attack Margaret in the end credits PERSONA 20th Anniversary Festival In Other Languages[edit | edit source] Language Title English Margaret Japanese ---- (Māgaretto) Korean 켓 (Magales) Traditional Chinese (Mǎ gé there tea) Trivia[edit | edit source] In Persona 4 Golden, some of Margaret's lines were reread by actress Karen Strassman, who also voiced Aigis, Izanami, Nanako Dojima and Natsuki Moriyama, particularly in the dialogue before and after the fight between Elizabeth's bosses in Person 3 is much more difficult than Margaret's in Person 4, Margaret is considered stronger than Elizabeth in the Persona tradition. Margaret is the first playable character in the Arena to use more than one Person (outside of Instant Kills). He is also the only character in Arena to use Kaneko-designed Personas. margaret's in the game may refer to the fact that most, if not all, of the which he uses in his battle with bosses in Persona 4 are beautiful humanoid males. She may also refer to her flirtatious attitude towards the protagonist in the final event of her Social Link. Her ultimax artwork shows Margaret about to destroy a Persona card with her book. That particular method is his style of evoking a Person. The writers refer to JoJo's Bizarre Adventure when she poses for the P4 cast in PQ. Margaret mimics Joseph Joestar's pose in her character artwork from Persona 4: Dancing All Night. In Persona Q: Shadow of the Labyrinth, his failed fusion persona is more comical than that of his sister (Elizabeth). When Persona cards are sent flying over her and everyone supposes to land in her book, one of the cards pierces her head instead. The camera then closes on her as she develops an angry tick on her head. He grabs the paper from his head and crushes it furiously in his hand. He then throws it into the book and develops a different Person from the one the player wanted. In Persona 4: Dancing All Night, Margaret is one of the playable characters who does not wear ball gowns (including Marie and Tohru Adachi). Following the tendency of Velvet Room assistants to take their name from the characters in the novel Frankenstein, Margaret may be a reference to Margaret Walton Saville, the sister of Robert Walton, who receives letters telling the story. History.

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