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## Yoshitsune persona 5 guide

Some persons are available for players in Personality 5: Royal are better than others. Poor a little bit unusual Arab, with its weakness in physical attacks, you're not going to win any boss fight. But there is a late-game personality who has been beating most of the sports content of late, is very easy. This is the name of the personality? Yushatsoni Yushatsoni is an end figure who can be made into a God after a certain wire of fossan: if you put the right people in each other in each other, it is possible that yushatsoni, nollify, or forbidden gun and all damage types except Ghalib. There are nothing less than a few rarely seen as gun skills, and dominant skills are not usually even in spalmanda, which is the Ushotsoni from one of the strongest people resistance in the whole game. But he has not stopped there. This master Talyoria also has access to a unique move, Hassavo Tobi. Hassavo Tobi is a physical loss that kills all enemies 8 times for weak physical damage. Because it's a physical attack, it's a chance to cout, and the inward high power state of The Yushatsoni means that when you add the numbers faster when you move with skills like charge and heat risk. Pair with retaining from almost half of all the damage types, and the Yushatsoni galaxy teamed up with closely-aligned defending with offensive ability. With the new personality features of the royal, you can also triple the effects of the charge through as well as with the will of the sword's speciality for better damage production. While The Yushatsoni original figure was well known for its cheese in 5, the royal threw a bit of a rinch in his fusion line due to some new ones and more important, new arcana, which had affected the entire fusion tree. Fortunately, it seems that there is still a good way to create this real super weapon: the reddit user Kkumzluka shared an latest fusion path for Royal on the subject. For this fusion to occur, players need to have the rath, the premiums, the e-contusion, and the hanged man maxed the in-between links— or they are maxed and then their ultimate fused is presented through the game—to access specific individuals who are required to build. By the Chinang people in two of the high level speeple required for the Ushotsoni's Glytine Fusion, they can move with everything they need. The Kumksluka can also be achieved as a skill card during a velvet room fusion alarm and can take as much as five removal/dryer skills for those who want to leave some trouble taught to Yushatsoni without having to go through the maximum custom fusion tree. The amplified Hassavo Tobi of Yushatsuni follows the path that the path will give you a Eushotsoni that drains air, ice, curse, and PA, pitoalike (natural), blessing (natural), and nuclear, and noliface Phys (natural). If you want to plug resistance instead of exception scar for damage fire, you can give you a fifth-dreary inactive Eushotsoni by zapping a chemmara in the electric car A fusion alarm for the Drein Fire Skills card. Note that it only open you to non-resistance skills with two skill slots, so you will only get charge and room for Hassavo Tobi if you want to take advantage of The Offensive Claim of Yushatsoni. Another way to free up some skill space is to use items that are awer of certain types of damage, or equipped with an ally with it that are with the late game ingot of pride devices so The Jocker does not have to charge on itself. The damage to fire is not plugging you can improve your significant opportunity with a slot for someone other to improve its damage or sarvavabalaty student, the sharp student takes a gun-karat to reduce you, or to reduce the HP price of weapon master Hassavo Tobi. Finally, this third skill depends on personal preference, but most agree that the above is basically no better than fire compared to other options listed above. Now that you've fused yourself a God, enjoying the most of the late game boss battles in the dampster as the Jocker looks to 90, with all the incoming attacks and retaliates at their turn a charge-up, with multi-hit super move. Next: Personality 5 Royal: First Secret Boss Is The Cyberpoonic Bartander SIM VA-11 Hall-A Game Pass (So You Should Play It) Related Topics gameinformer.com/b/feat...Page 2gameinformer.com/b/feat... Yushatsoni is a powerful tower personality who you can get in personality 5 for a long time. When you do another persona in the velvet room, you will need to meet a few conditions first. Here is the way to get Yushatsoni in the Personality 5.In order to get your hands on this Genpei War doctor, you will first need to make sure that you either level 92 or your power rating is in 10. While it is possible to make Ushotsoni on level 5, having level 10 will allow you to pay to individuals that are in demand at a higher level than The Jocker. You must also ensure that you have maxed your social link with Morgans, Yushatsoni, as one of the personalities needed to get Futnsosha, is only open at class 10. Once you've done this, you'll need to get your hands on the following personality: Arahbakakashak-Ajayatgarasufotsunotsanooshonounashounasheactal. Basically, you get to get less personality with easy and passive attributes and make sure they are passed on and are present on your Eushotsony. If you do it right, you can end up with a personality act that can cause tons of damage to the enemies of personality 5 to try and throw you away. With the above five personalities in your control, just choose the top-class fusion option to create velvet room head and yushatsoni. Congratulations, you've finally got to have the powerful tower personality of ye. To our wiki for more tips, technex and information Be sure to do this. So I've tried seeing more than one source and trying to build a near-laphani Eushotsoni but it seems like the fusion tree tree And the same is the same for a long time, someone who saw it and found a similar construction? + For this more and more cheese and I now know theres great alternatives but I want to build this beautiful cheese. Page 2 39 Comments This website uses the data to improve your experience. We'll assume you're okay with it, but you can out if you want. The Kokey SettingsccapitalSparewiki & The Policy of The Kokis is one of the most fun parts of personality 5 is the fusion system. You get a variety of deviallies, yet more powerful people got together to use in the fight. For balance, the most powerful of these creatures are weaknesses – but would you rather be overpowered funny? Creating a personality is a way to reduce your risk that is only damaged by an extremely narrow selection of sources – and which is a devastating physical attack. [Note: This feature contains no story suppliers, but it shows the names of a handful of late game people.] What you're aiming for is a version of The Yushatsoni (a figure of tower arcana) that is mostly undamaged by the kind and in many cases, its powerful physical attacks are damaged as additional HP to fuel. You are doing that The Yushatsoni is very good natural ummonatis. He takes less harm than fire, all physical attacks nollifies, and the power reflects and blesses the mantra back in enemies. Also, he has no weaknesses. We're going to make The Yushatsoni practically unreliable by the plugging hole in the rest of the elemental categories, fusing a version also absorbs ice, air, psy, and nuclear damage, and also reflects the curse (including these pesky instant death mantras). This means that they will only suffer once) fire mantras only cause less damage, and b) gun attacks, which are the least. In other cases, you do not find any harm or get healing, and you use this extra HP to perform the special and powerful Hassavo Tobi attacks of The Yushatsoni. Why you're doing it is probably you just love the fusion system that you can break the rules by exploiting it how badly you understand it-but there is a more practical reason for hard-to-do players to make this super-eushotsoni. Personality 5 is a superboss that is only accessible on new games+ and when I will not spoil any details, I can tell you that this personality is dramatically more manageable in this war. He can also help you through tough fights at the end of your first play. However, be aware that in both cases your feeling of satisfaction may be low. Preparation: 1. Shoot 10 ranking with Reuja, N, and Maashim. It should not be difficult (Reuja and Anne are some of the early konfadantas available to you). Maaang ensures all three of you are able to get you, youi, and the final persons in Sandadahappaon, Rath, Premies, and Moon arcana. 2. Some other things. For this process, we also want the following people: Atrupawas, Silky, High Pixie, Shiiand narxus Just make sure you need them in your own compression so you can ask them when the time comes. You don't have to worry about their abilities or levels. They are fuel for fusion only. The sacrifice of a crystal skull in execution 3 is a good way to speed up the surface/skill during this process. Level up and save money. If your levels are not 92 or higher, you also need to end the power arcana, which allows you to play people seeking more levels than your main role. Note: If you're planning to deal with the superboss on the new game+, I recommend you perform the late Ushotsoni fusion in your first play instead of waiting until you start up fresh. Your level and konfadantas reset to your second time, so you should not pay through the nose for high level fossa. In addition, your high-end closing rows as well as near the end of the game will provide you with more bonus experience for everything created. 4. Keep playing the game. Yushatsoni has a lot of late game fusion, and there's no get around it. This is because the personality needs to create Futnsosha Yushatsoni, and you need 10 in your magician's rating to the deed before it is available. For this particular fusion, you also want to decide on rating 10 for access to the devil personality that follows, which happens later. This relationship automatically presents the story as development, so rest only until then. Fusing Yushatsoni: When the preparation for the second is completed, head of the velvet room. You need to have five different people pyushatsoni, but only three of them need special attention, with the purpose of the highest inheritance five (maximum you can assign) specific inactive symptoms: the snow, ice, the dreary nuclear, the dryer, and the removal of the curse. You select the skills that will take you into the steps described below, but there is no difference between your inherited other attributes. 1. With The Curse of Futnsosha with Narxus 2(78%) level of Lesandalapoon (level 78%) With High Pixie 3 with The Drein Ice Yatgarasu Devil (level 98+). Along with Okonanosha, the dreary air, the drein atomic, the chi with the drein (natural drein air) to bring the gabriel to kali with the atropos to make you (to the level 90+ to the drein) to achieve the drein nuclear packwith level 82+. 5. Aarahabaki and Shayan two people. Their skills don't matter. Go to the big moment, high-level fusion with all five essentials in your stock and make Yushatsoni and use five empty skill slots that shave, snow, snow, snow, dreary nuclear, dryer, and move the curse forward. Completion touch now, to know The Ushatsoni Hassavo Tobi up to the level 86 (and does not apply any other expertise he learns along the way). This tower can be accelerated by ranking higher bonus xp when you tied it up, and/or using execution execution to change other personalities in XP. You will not have an open slot for Hassavo Tobi: I Brave blade with it. Hassavo Tobi kills all enemies eight times with physical damage, which is also enough to blow through hp of the toughest owners quickly. Congratulations! Now you have a personality that effectively allows you to face almost every attack, and do not kill any assembly of enemies that do not repeat physical harm. This specific skill means that you can solo up the super boss on the new game+, provided that you will not get hit by a significant gun attack. One last option... If you're obsessive about reform ingour, that's what Tony Zaidini probably bothers you. Charge Hassavo Tobi is too good to make it more powerful, but Zavdini? You have so many others who can use it if you need it- why waste your skill slot on the best one? You can use the skill card or skill legacy to overwrite the angled infusion with a more useful skill. Firm stance or Ali dance are good choices to reduce the already reduced damage Yushatsoni takes. The drad will share in the exception for different status diseases, which may be easier. Personally, I went with the master of weapons (in which I inherited from The Sacrifice of The Rofil in Execution), a skill which has hp cost of performing Hassavo Tobi. But you can check your options and select what works best for your natk style. Have fun destroying everything! [I used this device a lot when after taking out the process, check it out if you want to experiment and make your own style] style]

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