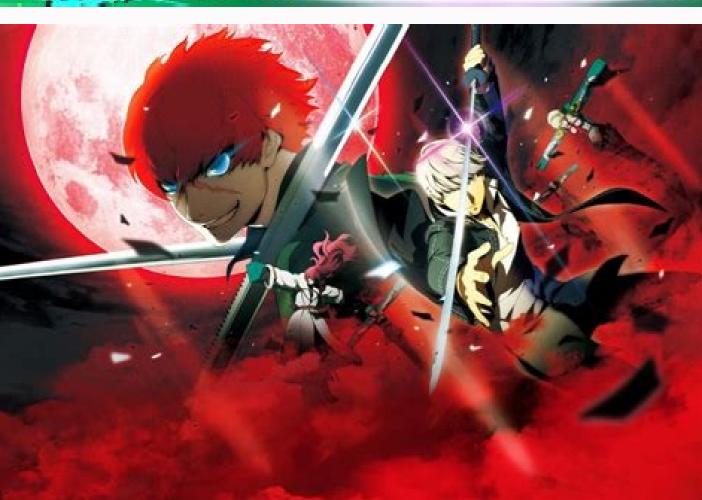
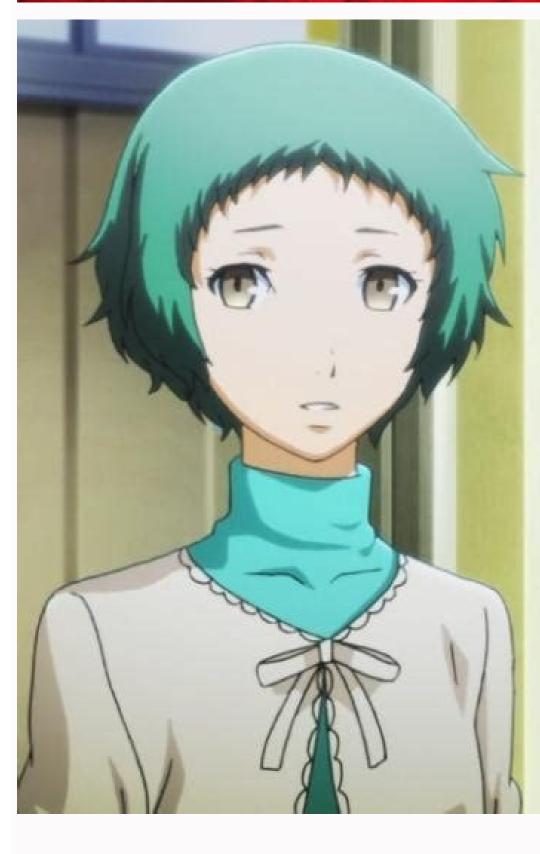
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Persona 3 yukari takeba cosplay. Persona 3 how to date yukari. Persona 3 cast yukari takeba. Yukari takeba persona 3 movie 2.

Yukari TakebaSocial LinkParty This article covers information about the Lovers Social Link, Yukari Takeba, including events featured in Persona 3 and Persona 3 Portable. The protagonist must have max rank Charm (Charismatic). She can be found during the day in Gekkoukan's Classroom 2F on Mondays, Wednesdays, Thursdays, and Saturdays. Yukari gives the protagonist Yukari's Strap when the Social Link is maxed, which enables the fusion of Cybele. Skills[] Unlike Persona 5, advancing a character's Social Link in Persona 3 does not grant skills usable in battle. Instead, completing the Fool Social Link, SEES, grants various benefits and ability [] Availability [] Availability Character Monday Tuesday Wednesday Thursday Friday Saturday Sunday Day Night Day Nigh Response Points (W) Points (W/O) "Oh, never mind." What is it? 0 0 Don't waste my time. 0 0 Rank 2 Response Points (W) Points (W/O) "Hey, I think I'm gonna go with gerbera? 0 0 "...Oh, you've never seen my room, have you? Well, what good are you?" That's messed up. +3 +2 Then, invite me in. 0 0 Rank 3 Response Points (W) Points (W/O) "I guess my mom's no different." What makes you say that? 0 0 ... 0 0 Rank 4 Response Points (W) Points (W/O) > What will you do? Look around 0 0 Wait here 0 0 > What will you do? Go look for her 0 0 Call for help 0 0 Just watch 0 0 > Yukari is trembling. It doesn't seem like she really means what she's saying. Try to cheer her up +3 +2 Leave her a hug 0 0 Rank 6 Response Points (W) Points (W/O) "Thanks for your help back then. I really appreciate it. "You're welcome. +2 +1 Anytime. +3 +2 Thank you, too. 0 0 Rank 7 Response Points (W/O) "We could have lunch outdoors. Maybe we'll even see a deer or something. Whaddya think?" Sounds good. +3 +2 No thanks. 0 0 Rank 8 Response Points (W/O) "Hey, -kun, how bout you pick one out for me?" Alright. +3 +2 I'm too lazy. 0 0 "She wants to see me... but I'm really nervous..." Can you forgive her? 0 0 Do you want to see her? 0 0 Rank 9 Response Points (W) Points (W/O) "What am I saying!? Don't get the wrong idea, okay?" Too late. +3 +2 I didn't hear anything. +3 +2 Rank 1 Response Points (W) Points (W/O) "There's... something I need to say to you." What is it? 0 0 I'm kinda scared to hear it... 0 0 Rank 2 Response Points (W) Points (W/O) "Hey, what's your favorite flower?" Roses, no question. +3 +2 Sunflowers full of energy! 0 0 It's gotta be tulips. 0 0 I like gerbera. +3 +2 Rank 3 Response Points (W) Points (W/O) "I guess my mom's no different." What happened with her? 0 0 You did say you weren't close... 0 0 Rank 4 Response Points (W) Points (W/O) "Sorry." Who was that? 0 0 ... What's the matter? 0 0 Are you all right? +3 +2 Rank 5 Response Points (W) Points (W/O) "Sorry, I'm gonna go back there and look around." I'll go with you. 0 0 I'll be waiting. 0 0 > Could something have happened to her...? Go look for her 0 0 Wait a little longer 0 0 > Yukari is being surrounded by punks! Help her 0 0 Call for help 0 0 Just watch 0 0 Rank 6 Response Points (W/O) "D-Did it make you mad?" No? +3 +2 I completely forgot about it. +2 +1 "\*chuckle\* ... I wonder why." Isn't it because we're friends? +3 +2 That's just who you are. 0 0 Rank 7 Response Points (W) Points (W/O) > A car comes speeding down the road as Yukari steps into the street! Shield Yukari on Try to pull Yukari back 0 0 "That was scary..." I was scared too. 0 0 Be more careful next time! 0 0 Watch where you're going! 0 0 "...What were you gonna do if you died!?" So it's okay if you die!? 0 0 I'm not allowed to help you? 0 0 Rank 8 Response Points (W) Points (W/O) "Oh, I know. How bout you pick a pair for me, ? Leave it to me. +2 +1 Let's get a matching set! +3 +2 "She wants to see me... but I'm really nervous..." Can you forgive her? 0 0 Do you want to see her? 0 0 Rank 9 Response Points (W) Points (W/O) "I-I'm thinking about looking for a boyfriend." You won't have a problem with that. +2 +1 Rank 10 Response Points (W) Points (W/O) "Hm... I don't think I've ever asked you this before. What kind of music do you like to listen to?" I like classical music. +3 +2 I mainly listen to foreign music. +3 +2 I'm a total JPop fan. +3 +2 I don't really listen to music. 0 0 "...I wonder if I'll ever get married one day and become a mom myself." I'm sure you will. 0 0 I doubt it. 0 0 Yukari TakebaSocial LinkParty P3 P3 Manga P3 Movie Live Action P3D P4AU PQ PQ2 Yuka-tanBrunetteThe Unsightly Pink Sniper (P4AU)Pink Argus (P4AU)Yuka-chan (by Teddie)Miss Pink (PQ2) SEES (P3)Shadow Operatives (P4AU) 16-17 (P3)17 (The Answer)19 (P4AU) "I think I understand. When your life loses its meaning, the fact of death can be kind of comforting. That lurking malice we're unaware of is strong enough to give birth to such a huge monster. And maybe... that's just how it is these days. I won't let myself run this time... He's watching us, and I won't let him down!"—Yukari viewing Erebus, Persona 3 FES: The Answer Yukari rakeba is a playable character from Persona 3. She is a student at Gekkoukan High School and a member of the Specialized Extracurricular Execution Squad. Appearances[] Design[] Yukari has neck-length light brown hair and brown eyes. She wears small white earrings in both of her ears. She is almost never seen without wearing outfits and accessories that are primarily pink in color. At school and within Tartarus/the Dark Hour, she wears a pink cardigan, a loose red ribbon, a black mini skirt, black knee-high stockings with white lines on the outer-sides (often shown with white hearts of four in more detailed settings), and a heart-shaped white choker. In Tartarus/the Dark Hour, she wears two black straps on her right leg with a beige gun holster for her Evoker, as well as her SEES armband on her left bicep. In Persona 3 The Movie, both the straps and the holster are white. On the weekends and days off in the winter, she is seen wearing a long pink off-the-shoulder dress with lace-sewn patterns and fur linings over her skirt alongside a pair of tan knee-high boots with a fur trim (in media based on the movies and Dancing in Moonlight, they are colored black with front zippers instead). On the weekends and days off in summer, and in A Certain Day of Summer, she wears a pink tank top with orange straps and detail, and faded navy blue pants with white low-heeled sandals. She is never seen without her heart-shaped choker except when in a bath towel (during the July Operation only male protagonist's storyline and Kyoto at their third day), in her pink and blue two-piece swimsuit (during the beach excursion in Yakushima), or in her kimono (during both the Summer and New Year's Festivals). In Persona 3: Dancing in Moonlight, Yukari wears a bright pink transparent shirt with multicolored neon triangle designs showing her black sport bra, a black mini skirt with pink-trimming, and black and pink sneakers with matching laces. She wears a bright blue stripe with a pink in the center wristband on her right wrist. She also wears black headphones over her ears, and a white choker with pink buckle. She has a heart-shaped marking below her left eye. In Persona 4 Arena Ultimax, now 19 years old, she reappears and is wearing the uniform of Pink Argus. Her casual outfit consists of a pink top with white lace design, light navy collar short jacket, light beige short shorts, and brown high heel boots. Personality[] "You know, I've been thinking lately. Once you awaken to the power of Persona, you remember everything that happens during the Dark Hour. It's like trading away your innocence. In exchange for power, you can no longer look away from the things you don't want to see. So, I guess I'm stuck with you guys, huh?"—Yukari, on what it means to be a Persona-user DON'T. LOOK. UP. Yukari with the protagonist and Junpei. Yukari's Arcana is the Lovers, which focuses on balanced, connected relationships with others and important choices; as such, her personality and story revolve mainly around her relationships. She is very popular in Gekkoukan High due to her kind nature and cheerful, positive outlook on life. However, her kindness has its limits, as she's prone to mood swings and getting annoyed over trivial things, often expressing this annoyance with sarcasm. Even though she and Junpei are friends, they seem to clash more often than not, with her even giving him an insulting nickname i.e. Stupei Ace Defective. Her hobbies include archery and acting for drama, and she eventually makes a career of being an actress as Pink Argus. Her favorite color is pink and she has a fondness for cutesy things such as her heart choker and even maid uniforms. Despite her cheerful exterior, Yukari is secretly a very lonely girl. Although she deeply values bonds and relationships with others, she's afraid of letting anyone get too close to her with fear that they'll find out about her shady past. The protagonist is an exception to this, as the two can relate to each other due to their shared losses. Certain events, side material, and even future entries show she is in love with him. Eventually, she starts to open up to those around her, particularly Mitsuru, who she initially doesn't like very much but eventually becomes best friends with. As the Social Link ranks, with both protagonist, more specifically the female protagonist she starts to understand what it feels to have a friend her age and gender who understands her and worries about her selfishness and her personal problems. Yukari realizing what a friend really means to her is especially shown when her Social Link is maxed, as she hangs out with her fellow female SEES members and encourages Mitsuru to move on from the past. Yukari despises the Dark Hour, and likens being a Persona-user to trading innocence for power, since you can no longer turn away from the things you don't want to see. As a result, she considers being conscious during the Dark Hour to be a curse rather than a blessing, and so is shocked by Strega's willingness to keep it active just because it makes them feel special, calling them "crazy." She has made it her goal to eliminate the Dark Hour no matter what and fulfill her father's dying wish, a desire that only strengthens after receiving her father's true message (the other one had been edited by Ikutsuki), which triggers the evolution of her Persona. However, while Yukari decided she was better off living alone, doing so for 3 years before coming to the S.E.E.S. dorm. The two rarely talk, and when they do, their conversations are straight to the point at best and outright antagonistic at worst. What Yukari doesn't realize, however, is that her mother is probably just trying to move on and that it's a natural response for anyone, something Yukari didn't understand since she didn't know what it was like to lose the one you love, something she eventually learns through her Social Link. In fact, Yukari has on several occasions failed to consider the feelings of others, and it proves to be her greatest flaw. Yukari trying to use her Evoker Yukari has on several occasions failed to consider the feelings of others, and it proves to be her greatest flaw. Satonaka and Makoto Niijima, which Junpei, Akihiko, Ryoji Mochizuki and sometimes both protagonists often take advantage of by intentionally spooking her or telling her ghost stories to agitate her to their amusement. Yukari has an extreme fear of death and the thought of non-existence sends chills down her spine to the point where she initially has difficulty using her Evoker. Despite these fears, Yukari is a very brave girl, perhaps to a fault, considering going to the back alley behind Port Island Station to be an "adventure" despite Junpei repeatedly warning her how dangerous it is and not being the least bit intimidated by street thugs, calling them "scum." She is also incredibly determined and strong-willed, even by the group, which is best shown when Ryoji offers to have the group are in deep conflict about what to do, Yukari decides right there and then that she doesn't want her memories erased, as she believes that forgetting would be like hiding from the truth. Over the next month, the rest of the group follows her example. In The Answer, Yukari has become notably more bitter and rude as a result of the protagonist's sacrifice. She becomes desperate to get out of the Abyss of Time as quickly as possible and sees no point in bringing up the past, as the group's whole reason for risking everything was to move on to the future. Over the debate about what to do with the protagonist's death, but now that she had kept telling herself to keep moving forward to cope with the protagonist's death, but now that she has a chance to save him, she'll take it no matter what. It's here that her determination ends up clouding her judgement, as she becomes ridiculously overconfident and uncaring about themselves due to their willingness to accept the present, when she's willing to risk the end of the world as they know it for her own selfish desire. Once she loses the fight against Aigis, she refuses to admit defeat and attempts (futily) to take the True Key from her, going so far as to say she just wants to see the protagonist again and doesn't care about anything else. After being comforted by Mitsuru and learning the truth behind the Seal, however, Yukari admits how stupid she was and apologizes to Aigis for the horrible things she said, having realized that she was just jealous that Aigis had inherited the protagonist sacrificing himself, he would have taken it, and feels like an idiot for not realising that before. After this, Yukari reverts back to her old self, even asking Aigis to be her roommate at their new dorm. In Persona Q2: New Cinema Labyrinth, when the Phantom Thieves of Hearts. the Investigation Team and the female protagonist find the other SEES members, just like everyone else in the group did not know the female protagonist, she starts to feel bad for her and shows that not knowing each other shouldn't intervene with a relationship with the other Junior members show appreciation of having friends by giving a gift to the female protagonist. Profile[] Persona 3[] Yukari's deceased father, Eiichiro Takeba, worked for the Kirijo Group while they were conducting Shadow research. He was opposed to the idea of bringing about the Fall, a stance that caused him to be killed by Mitsuru's grandfather. These events created most of the problems that SEES is forced to overcome. Yukari's mother, Isako, dealt with the pain from the loss of her husband by dating numerous shallow boyfriends and essentially abandoned her daughter, annoying Yukari. Yukari and her mother even had to move multiple times, just to get away from the backlash of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the deaths of blame and vitriol for Eiichiro being held responsible for the death of blame role were not entirely clear and there were all sorts of rumors. Yukari ends up alone, which, coupled with the distress of losing her father, caused her to become quite introverted, which helps her connect with the protagonist because he also knows what it's like to prematurely lose a parent, making him the only person (aside from Fuuka) she opens up to. Yukari receiving her father's post-mortem letter. When Yukari enrolled at Gekkoukan High School, she finally received the letter her father wrote 10 years ago. Realizing her father's death. She joins SEES prior to the protagonist's arrival for the reason of cooperating with the Kirijo Group in order to find some truth and information about her father, including the reason for his death. This time is detailed in Persona 3: Owari no Kakera, although the only known Yukari-related thing is that Mitsuru and Akihiko were unsure of her potential as the newest Persona user at the time. The Journey[] Yukari trying to shoot herself in the head. Yukari is first seen in the introduction of the game holding an Evoker to her forehead, giving the impression that she is attempting suicide, but she eventually drops it. When the protagonist arrives at the dorm, she meets him in the Dark Hour and almost threatens him when Mitsuru Kirijo calls her off. If the protagonist asks her why she has a gun, she claims it's for self-defense. If he asks her if she knows about a weird kid with a contract, Yukari escorts the protagonist to his school, becoming his classmate. Yukari is popular at Gekkoukan High School due to her cheery disposition, but she is careful not to let anyone get too close to her. Yukari's relationship with Junpei Iori was a childhood one, and her teasing of him was frequently returned, although the two seemed to be on a relatively good basis. Yukari hides her true motives from the group, and represses her emotions and her mood swings frequently in the game. From the start, she dislikes Mitsuru, likely due to jealousy of Mitsuru's inhuman superiority and the conflict resulting from their fathers. She's initially unhappy with Fuuka Yamagishi joining the team, largely because she believes that Fuuka had no choice in the matter, but she soon befriends Fuuka, and trusts her enough to ask for her help in investigating Tartarus and the Dark Hour. Despite being hard on her teammates initially, she overall expresses a great deal of concern for all of their wellbeing, which likely plays into her role as a healer. At the start of the game, she has the most trouble summoning her Persona because she is distressed that the use of an Evoker requires one to mimic the act of suicide. Yukari's zeal for investigation brings a lot of trouble, but also brings the group valuable allies and information. She has a high aptitude for magic and her Persona excels in wind and healing spells. She is regarded as the heroine of the game, as she possesses several qualities typical to an RPG heroine, such as being a healer, and wielding a bow and arrow. Yukari uncovers her father's role in the Kirijo Group's Shadow experimentation. After discovering this, she feels guilty that her father was involved, and becomes more irritable and distant from the other members of SEES. Learning about her father was involved, and becomes more irritable and distant from the other members of SEES. Learning about her father was involved, and becomes more irritable and distant from the other members of SEES. The Dark Hour, Tartarus... The people who died in that incident...! (Akihiko: Y-You okay?) So, that's why you were hiding this...? Because you felt sorry for me!? Is that it!? (Mitsuru: No, Takeba, I...) I don't want your pity!!" SMT Persona 3 FES Hugging Yukari bonding with the protagonist. Yukari runs off to the beach in anger and the protagonist follows her. He finds her in disbelief and tears. It is implied that she falls in love with him when he consoles her; this is hinted at several times in Persona 3 and confirmed in The Answer. However, the discovery of these events also helped Yukari come to terms with Mitsuru, since they actually had a lot in common regarding their pasts. Eventually Yukari realizes her faults. The day after Shuji Ikutsuki's betrayal and his failed attempt of trying to sacrifice Yukari on a cross, Fuuka helps Yukari realizes her father apologizes that he won't be coming home, says that he loves her, he was the happiest man on Earth when he dies. A heartbroken Yukari cries and tells her father that she's doing okay and she's received his message. Her Persona evolves into Isis. Yukari remains loyal to the protagonist and SEES until the end of Nyx's defeat. Yukari tells Nyx she is tired of running and that living means looking death square in the face. On Graduation Day, she remembers the promise SEES made and runs to him on the roof. Social Link[] "I want you to look at me the way I look at you...Will you?" Main article: Social Link/Yukari Takeba In The Lovers Social Link, the protagonist helps Yukari mend her relationship with her mother. Since Yukari is very popular, the player must also wait until after the Yakushima event has passed, July 24th being the earliest time to initiate Yukari's Social Link. If the protagonist makes the correct choices, Yukari will confess her love for him. However, during one of the events at Iwatodai Station where she is sexually harassed, the player must not hug Yukari or else the Social Link will reverse, as she thinks the protagonist is treating the situation like a joke. If the player chooses not to date any of the girls, Yukari will appear for the Summer Festival. Portable Just like in the previous versions of the game, Yukari is an available Social Link. However, if the player chose the female protagonist, there are no requirements to start her Social Link. However, if the player chose the female protagonist, there are no requirements to start her Social Link. However, if the player chose the female protagonist, there are no requirements to start her Social Link. However, if the player chose the female protagonist, there are no requirements to start her Social Link. The Social Link is slightly altered compared to the male protagonist's route. Instead of falling in love like in the original, Yukari first talks to the female protagonist about things like friendship and boyfriends, and the female protagonist will give her advice; as the Link progresses, Yukari first talks about things like friendship and boyfriends, and the female protagonist will give her advice; as the Link progresses, Yukari first talks about things like friendship and boyfriends, and the female protagonist will give her advice; as the Link progresses, Yukari first talks about things like friendship and boyfriends, and the female protagonist will give her advice; as the Link progresses, Yukari first talks about things like friendship and boyfriends, and the female protagonist will give her advice; as the Link progresses, Yukari first talks about things like friendship and boyfriends, and the female protagonist will give her advice; as the Link progresses, Yukari first talks about things like friendship and boyfriends and the female protagonist will give her advice; as the Link progresses, Yukari first talks about things like friendship and boyfriends and the female protagonist will give her advice; as the Link progresses, Yukari first talks about the female protagonist will give her advice; as the Link progresses, Yukari first talks about the female protagonist about the female protagonist and the female protagonist about the female protagonist looks forward to having a friend who understands her. In Social Link 7, the female protagonist protects Yukari from being run over by a car and gets injured. Yukari becomes extremely worried about the female protagonist getting hurt because of her. It is then revealed that she doesn't want to lose someone she cares about. When the player maximizes her Social Link, she decides to hold off getting a boyfriend for a while and decides to hang out with Yukari and the two seemed to get along quite well on the female route, giving a sense of unity among the new members of SEES, and if the protagonist does not have a boyfriend, they will spend Christmas together. Additionally, maxing out her Social Link on a New Game+ as the male protagonist will allow the player to spend time with her during the final cutscene rather than Aigis. However, it is not considered canon since in The Answer, Yukari mentions that the group found Aigis on the school roof with the male protagonist before the group arrived. "I'll be by your side, I promise."—Yukari Takeba to the protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before his death, Persona 3 Portable There are several unchanged lines from the male protagonist shortly before hi that she's changed a lot—both things that Yukari said in the male protagonist's Social Link. This also happens outside of the Link: During the hospital scene after the Magician Full-Moon boss fight, although Yukari's text says, "I've been hiding so many things from her'. As soon as she wakes up, I'll tell her the truth," the voice-acting instead says "he" and "him." However, that error only occurs if you picked "I was scared, too." Choosing "It's not your fault" makes her correctly say "she" and "her." The Answer[] After the protagonist's sudden death, Yukari is haunted because she was never able to properly say goodbye, thank him or make peace with him before he died. Upon being invited by Fuuka to return one last time, she promptly declines, saying that she has cram school to attend. Yukari is the only one who seems reluctant to return again, which greatly annoys her but she accepts. Throughout the investigation of the Abyss of Time, Yukari appears irritated that Aigis inherited Orpheus, along with the protagonist's Wild Card ability. Despite her frequent mood-swings, the members of SEES seemingly tolerate her. Yukari's past is seen in Judecca, in which she receives a post-mortem letter from her father. Upon defeating the manifestation of SEES' negative wills and collective desire to see the protagonist, she realizes that they have the ability to travel back to the time where the protagonist seals Nyx. Enraged by Aigis' indecisiveness about whether to return to the past, Yukari lashes out, revealing that she's jealous of Aigis for being together with the protagonist and hearing his last words during his final moments. She proclaims that she wants to go back and stop the protagonist, which is opposed by Akihiko and Ken since it would be disrespecting his will, with Junpei adding that by stopping the Fall. Colosseo Purgatorio Yukari has an emotional breakdown after realizing she can never see the protagonist again after his death. As their opinions differ, the SEES members separate to fight each other to determine which one is right. Only Mitsuru supports Yukari's plan, but because of a few reasons: Mitsuru doesn't want Yukari to feel any more alone than she has to be; Mitsuru wants to repay Yukari for her kindness and support after Takeharu's death; and to give Yukari a fair chance since a team of only one fighter would be unfair. When Aigis and Metis defeat all of the SEES members, Yukari attempts to steal the key from Aigis, but Metis reveals that it's impossible. Yukari finally admits her grief over the protagonist. "I want to see him... I... I made a promise to him, too... I promised that I'd try my best to change this world, so that people would stop wishing for the Fall... But my promise wasn't like yours, Aigis... It was something I promised myself while holding his cold hand.. That's why I decided to put the past behind me, and look forward... But I can't... I can't be that person... I wanna see him again!" She made a promise as well, but unlike Aigis, it was to herself. She promised to try to change the world into a peaceful one to make people stop wishing for the Fall, but admits she can't be that person and doesn't care about anything but seeing the protagonist again. The party, feeling her sorrow, comforts her. With her resolution strengthened, she decides to respect Aigis' decision of leaving the protagonist sealed Nyx to learn the true cause of his death, and it is here they finally learn that he became the Great Seal to prevent the people's wish for the Fall from reaching Nyx. They encounter Erebus, the grand manifestation of humanity's grief and sorrow. Upon defeating it, Yukari apologized to Aigis, admitting that she's jealous because she didn't inherit the Wild Card

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ability and realized that Aigis obtained his ability not because she was chosen, but because she had felt the strongest to protect him. She, along with the other members of SEES make a promise that they will make the most out of their own lives in order to respect the protagonist's will and ease his burden. Yukari would later offer Aigis the chance to
be her roommate, which Aigis gladly accepts. Persona 4 Arena Ultimax[] Yukari in casual clothing. Yukari in casual clothing. Yukari in casual clothing as a model, but was scouted to be the actress playing the role of Pink Argus in Phoenix Ranger Featherman Victory due to her skill with a bow. While
Yukari is shooting a scene for her role, Labrys suddenly arrives on the set via helicopter. Labrys requests for Yukari's assistance before she returns to Inaba to assist Aigis, Mitsuru, Fuuka and Akihiko after they are captured. Fearing for her friends' safety, Yukari immediately joins Labrys and boards the helicopter, not even bothering to change out of
her Pink Argus costume. Much to the two's shock, they witness Inaba shrouded by a red fog as they arrive in a helicopter. As soon as General Teddie greets them with a missile (That turns out to be a practical joke), they realize that they could use their own Personas without the need of the Evoker. As they land at Inaba, they split up where Yukari
looks for Junpei who she assumes he's at the station before his phone battery dies. In Yukari's P3 Mode Epilogue, she finally manages to spend time with Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while. Yukari worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru, after not seeing each other in a while worries about Mitsuru w
worries that Mitsuru will bear all the burden on her own. Yukari thinks of doing the same thing now, but this saddens her since it would be repeating what's already been done. She feels that they should be able to confess their concerns and burdens freely to
each other since they're best friends. Yukari and Mitsuru's outing is then interrupted by a group of children who recognizes Yukari what it's like being a hero, Yukari says that it's worth it since the kids seem really into the show. Mitsuru then recites
the opening line of Featherman, revealing she herself watches the show much to Yukari's stunned surprise. When Yukari is one of the stars. Mitsuru further elaborates that she sensed something from watching the show, that Yukari is
trying to help people especially children, teaching them not to bring harm into their lives, a blushing Yukari admits that's exactly how it is. Yukari expands about the topic in her inner monologue saying that protagonists of hero shows don't just punish evil; they protect those who are precious to them and give everyone the hope to live, she believes
that these shows teach a lot of important lessons to children. Yukari spending time with Mitsuru in her ending. Mitsuru then mentions how the rest of S.E.E.S are trying to live their lives the best way they all can in their own way, saying that's why she can concentrate with her own duties because the trust they formed as a team won't be easily
broken. Yukari feeling beaten in the conversation, makes a promise to believe in her best friend more and to watch over Mitsuru then make an agreement to meet up and contact each other more often, as Yukari takes Mitsuru for another round of shopping, she notes that whatever feelings that
have been bothering her from the beginning have now disappeared. Playstyle[] Yukari, as an archer, plays much like other ranged characters like Yukiko and Naoto. Unlike those two, who can use delayed or trap based attacks, Yukari brute forces her way in through fast and wide ranged attacks, often making it hard to approach her. She is also very
agile as her Furious Action has her slide through opponents knocking them in the air if she hits for a few quick shots. She has a flip command which is similar to Hawkeye's flip from Marvel Vs. Capcom 3, and much like with his flip, she can follow it up with an angled shot which can inflict Charm, Silence or Confusion. She can also throw a bomb that
can be used to keep her opponent on the ground which can be shot to cause an air unblockable explosion. Isis, her Persona, supports her through les to her opponent, Yukari can also shoot an arrow through Isis' wind orb forward facing and even backwards doing so will make the arrow track
the opponent anywhere on screen which can make for tricky cross-ups, holding down the arrow button can charge the arrow giving Yukari three arrows instead of one improving the moves hitbox and giving the move a push back effect. Her Magarula super creates an expansive tornado wall, which can potentially be deployed to either give her either
a defensive wall to keep her opponent from closing in, or to force the opponent to hold their attacks and play more defensively while it is on the field. Meanwhile, Yukari has the chance to damage her opponent with wind-based attacks; to make it even more difficult to block, she can throw and shoot her bomb for an unblockable aerial attack, even if
they are trying to guard in midair. Like any ranged character though, problems arise when the enemy manages to close the distance between them. Her choices are limited to either a risky wind attack which could end up in a Persona Break, or a slide attack which may not cover too much ground away from the attacker. The player's ranged attacks
ideally should not miss, regardless of whether or not it is blocked by the opponent. Most of her ranged attacks have a long recovery time, thus allowing the opponent to exploit this by rushing in and attacking while Yukari is unable to counterattack; combined with her low HP count, these moments could prove fatal. Her leitmotif is called "Pink
Sniper," nodding to her title given by the announcer. Move List[] Reversal/Furious Action. A move that pushes Yukari two spaces forward in an instant. This move launches the opponent upwards on hit; it also makes Yukari two spaces forward in an instant. This move launches the opponent upwards on hit; it also makes Yukari two spaces forward in an instant. This move launches the opponent upwards on hit; it also makes Yukari two spaces forward in an instant. This move launches the opponent upwards on hit; it also makes Yukari two spaces forward in an instant.
also be canceled into Hyper FeatherShot or Magarula. Skills/Special Attacks (FeatherArrow): A Long lasting arrow projectile that hits multiple times (which means it can activate some counters, like Elizabeth's Instant Kill). Can also be done on the air, but the angle is pretty specific. Can be canceled into Hyper FeatherShot or Magarula, if the ground
version is blocked for a pretty safe super setup. The opponent can also roll the move but the timing is pretty precise. (FeatherBomb): Throws a bomb diagonally upward which slowly floats down over time. Great move that is essential in combos and can also be set up to keep your opponent from jumping out of your pressure. The A version falls in front time.
of Yukari, the B version goes further away and the SB version throws both bombs. When shot with an arrow, it creates an air unblockable blast. Can be set up if the opponent blocks Magarula in the air, which pretty much makes Magarula in the air unblockable blast. Can be set up if the opponent blocks Magarula in the air, which pretty much makes Magarula in the air unblockable blast.
the ground. However, the bombs are only really useful when they're fairly high up. (FeatherFlip): A Command jump that launches Yukari in the air by using Isis' wind. Has Fatal Recovery. Good for combos, but not very safe in neutral outside of some very specific situations. The C version has quick startup and is projectile Invulnerable when rising.
The D version is slower and jumps higher its also projectile Invulnerable when rising. (FeatherShot): Shoots a status effect arrow during FeatherFlip. Good combo ender with lots of hitstun, so it can be canceled into Hyper FeatherShot as Yukari falls down
from the air. The A and C versions deals Charm, the B and D versions deals Charm, the B and D versions deals Confusion. All three effects last for about two seconds. (Magaru): Sets a Magaru orb out which floats up in a curved motion. The projectile stays active for a decent amount of time. Good for keeping your opponent from jumping in. The air
version curves downward. The C version puts the orb right in front of Yukari, the D version moves further away and the SB version summons both versions of Magaru. The player can press the C, D and SB buttons once the orb is out to make it stay in place. SP Skill (Hyper FeatherShot): Yukari shoots out a fast super arrow. This is also affected by
Garu, so it can be used after Magarula after placing an orb to add some extra damage. The Air version is shot at a very specific angle similar to FeatherArrow and causes push back, the Ground version launches the opponent upwards and has Fatal Recovery. The SB version fires two arrows. Can be used to punish unsafe moves from afar, or just as a
combo ender. Awakened SP Skill (Magarula): Yukari with the help of Isis summons a massive wind pillar which has many active frames, during which Yukari, the D version is set up further away and the SB Version summons both C
and D versions. Technically air Block-able, but a FeatherBomb can be thrown out and shot to make the opponent stop blocking, as the bomb's explosion is air unblockable the bomb's explosion also goes into a combo. Instant Kill Move (Final FeatherArrow): Yukari charges up a golden arrow and fires it into the sky. If it hits the opponent, she then
shoots herself in the head with her Evoker to summon Isis. Isis then sucks the opponent into a vortex as Yukari jumps up high in the sky. Finally, Yukari fires a giant piercing arrow through Isis's wind orb and straight at the opponent into a vortex as Yukari fires a giant piercing arrow through Isis's wind orb and straight at the opponent into a vortex as Yukari fires a giant piercing arrow through Isis's wind orb and straight at the opponent.
However, since it can home in, similar to Mitsuru's Instant Kill, it can be used to punish certain moves with long recovery. Score Attack[] S
character's boss version can be identified when their picture is surrounded by a golden border. Yukari's co-op attack is a well. Persona Q: Shadow of the Labyrinth[] Yukari's co-op attack is a
piercing attack, which pierces through an enemy in the front row into one of the enemies in the back. Throughout much of the story, Yukari comes to notice that the Investigation Team is significantly closer than SEES is, and with the help of Rise Kujikawa, musters up the courage to tell Mitsuru her feelings on this matter. After returning to their
separate worlds and their memories of the experience erased, Yukari and the rest of SEES is encountered in the robotic movie world. The Phantom Thieves of Hearts and Investigation Team find them surrounded by Shadows and come to their rescue. Yukari is
introduced to the P3P heroine, though she does not recognize her. It is later deduced that they are from near-identical realities, where the P3P heroine is feeling lonely because of her
lack of actual peers and role. To help her feel better, the trio use materials from Shadows to fashion a ring for the girl. This builds a bond between them and unlocks a unison skill. Once the threat is eliminated, everyone returns to their own worlds with their memories erased once more. Yukari is last seen watching a science fiction movie with the rest
of the group. In addition, the P3P heroine sees her version of peers, Yukari among them, after waking up from a dream. They all prepare to watch a movie together as well. Persona 3 - Yukari Battle Quotes
"Io!" (Summoning Persona: Io) "Isis!" (Summoning Persona: Isis) "How do you like the new me?" (Exploiting weakness: Isis) "I can do it." (Summoning Persona for the first time) "Help me!" (Using Persona skills) "I'll show you my true power!" (Using Persona Skills)
"I won't lose!" (Using Persona skills) "Please hit!" (Attack an enemy) "I won't miss!" (Attack misses) "Too obvious!" (Dodges an attack. Persona: Isis) "Here's our chance for an All-Out Attack!" (Prompting All-Out Attack) "Lemme at 'em!" (During All-Out Attack) "If you say so..." (Relenting from All-Out Attack!") "If you say so..." (Relentin
Attack) "All right! Let's do it!" (Requesting Co-Op Attack) "Good boy, Koro-chan!" (Cheering on Junpei) "You're better than I thought." (Cheering on Akihiko) "Nice!" (Cheering on Akihiko) "Nice!" (Cheering on MC) "This one won't give up!" (Enemy survives an
attack) "I couldn't defeat it..." (Failed to defeat the enemy) "Why you little!" (Recovering from Down) "I can't lose!" (Recovering fro
"That was a close one!" (Battle Won: Io) "That was easy!" (Battle Won: Io) "I've made up my mind. I won't lose!" (Battle Won: Isis) "Yes! My skill level has increased!" (Level up) "Slash attacks won't work!" (Enemy resistant to Slash) "Strike attacks are out!" (Enemy resistant to Strike) "Pierce attacks aren't lose!" (Battle Won: Isis) "Yes! My skill level has increased!" (Level up) "Slash attacks won't work!" (Enemy resistant to Slash) "Strike attacks are out!" (Enemy resistant to Slash) "Strike attacks are out!" (Enemy resistant to Slash) "Strike attacks are out!" (Enemy resistant to Slash) "Strike attacks aren't lose!" (Battle Won: Isis) "Yes! My skill level has increased!" (Level up) "Slash attacks won't work!" (Enemy resistant to Slash) "Strike attacks are out!" (Enemy resistant to Slash) "Strike attacks aren't lose!" (Battle Won: Isis) "Yes! My skill level has increased!" (Level up) "Slash attacks won't work!" (Enemy resistant to Slash) "Strike attacks are out!" (Enemy resistant to Slash) "Strike attacks aren't level up) "Slash attacks won't work!" (Enemy resistant to Slash) "Strike attacks aren't level up) "Slash attacks aren't level up) "Slash attacks won't work!" (Enemy resistant to Slash) "Strike attacks aren't level up) "Slash attacks won't level up) "Slash attacks won't
working!" (Enemy resistant to Pierce) "Fire is useless!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enemy resistant to Fire) "There's no point using ice attacks!" (Enem
 seem to be working!" (Enemy resistant to Darkness) "What?! Almighty attacks won't work?!" (Encountering The Reaper) *shrieks* "It's Death!" (Encountering The Reaper) "I'm sorry, I can't take anymore. Can I pull out?" (Severely injured, prompting to
leave) "Yeah, I'm willing to risk mine, too!" (Character Select) "Hooks like I'm up!" (Character Select) "I should be careful of her
new armor." (vs. Aigis) "Senpai, those clothes...who am I to talk?" (vs. Akihiko) "Mitsuru-senpai! I'll face you with all I've got!" (vs. Mitsuru) "Geez, you're gonna start a ball game here?" (vs. Junpei) "You're Aigis' sister? It's nice to meet you." (vs. Labrys) "I have to say, this costume is pretty off-putting..." (vs. Shadow Yukari) Even if it's a fake I'm still
fighting Akihiko-senpai. I have to win. (vs. Shadow Akihiko in Arcade Mode) "Huh, even the fake one has a leaders authority. (vs. Shadow You're Aigis' sister right? Guess I can't let my guard down. (vs. Shadow You're Aigis' sister right? Guess I can't let my guard down. (vs. Shadow Akihiko in Arcade Mode) "I didn't know fakes
had laughing fits, too..." (vs. Shadow Yukiko in Arcade Mode) "It's surprisingly very easy to move around in." (vs. Shadow Kanji in Arcade Mode) "I refuse to lose!" (Intro) "I'm good to go!" (Intro) "I'm good to go!" (Intro) "Is fighting the only way?" (Intro) "Sorry,
but I won't go easy!" (Intro) "Now, let the duel begin!" (Intro) "Now, let the duel begin!" (Guarding) "Too close!" (Guarding)
Break) "Crap!" (Persona Break) "F-For real?" (Persona Break) "How could you!" (Taking damage) "Uh!? What the...!" (Spinning) "I'm spinning...!" (When electrocuted) "Shut up...!" (When electrocuted) "Shut up...!" (Recovering) "I won't lose!" (Recovering) "Geez..."
(Recovering) "You're good!" (Recovering) "Just gettin' started!" (Recovering) "I'm still good!" (Recovering from a deadly combo) "You'll pay for that!" (Recovering from deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "Recovering from a deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "Recovering from a deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from Mitsuru's deadly combo) "I won't lose, senpai!" (Recovering from M
combo) "Good one, Aigis!" (Recovering from Aigis' deadly combo) "Geez, he's strong!" (Recovering from Akihiko's deadly combo) "Good try!" (Breaking a throw) "Just where are you looking?" (Breaking a throw) "Ah-uh-uh~!" (Breaking a throw) "Hit!"
(Attacking) "Let loose!" (Attacking) "You're mine!" (Attacking) "There!" (Attacking) "Ready?" (Attacking) "Ready?" (Attacking) "Ready?" (Summoning Persona) "Come!" (Summoning Persona) "This is it!" (Summoning Persona) "How's this!" (Summoning Persona) "Persona" (Persona) "This is it!" (Summoning Persona) "This it!" (Summoning Persona) "This it!" (Summoning Persona) "This it!" (Summoning Persona) "This it!" (Sum
  "Go!" (Summoning Persona) "Persona) "Persona!" (Summoning Persona) "Persona) "Isis..." (Summoning Persona) "Isis..." (Summoning Persona) "In Summoning Persona" (Summoning Persona) "In Summoning Persona) "In Summoning Persona) "In Summoning Persona" (Summoning Persona) (Summoning Person
miss or if opponent blocks Feather \( Slasher \) "Hmm-hmm!" (Backdash) "That's a wrap!" (All-Out Attack) "That's that!" (During an All-Out Attack) "That's that!" (All-Out Attack) "That's that!" (Puring an All-Out Attack) "That's that!" (Pur
out!" (Counter Assault) "I can't lose this...!" (Burst) "You're not getting your way!" (Burst) "The show goes on!" (One More Burst) "Kick it up a notch!" (Awakening) "Awaken, my power...!" (Awakening) "The moment of truth!" (Awakening) "VICTORY
MODE!" (Awakening) "This fight isn't over yet!" (Awakening against Akihiko) "You're gonna pay, Junpei!" (Awakening against Akihiko) "You're go
justice will pierce your heart!" (Idle) "Up, huh?" (Shooting upwards) "I'm no pushover!" (During Feather Slasher) "I'm no pushover!" (During Feather Slasher) "Umm..." (If the opponent blocks Feather Slasher, leaving Yukari wide open) "My arrows don't miss!" (While
performing Feather Arrow) "On target!" (While performing Feather Arrow) "Will this do?!" (While performing Feather Arrow) "Miracle Feather Arrow) "Dance, Zephyr of Justice!" (While performing Feather Arrow) "Will this do?!" (While performing Feather Arrow) "Dance, Zephyr of Justice!" (While performing Feather Arrow) "Dance, Zephyr of Ju
performing Magaru) "Rend them, Feather Wing!" (While performing Magaru) "In position!" (While performing Magaru) "In position!" (While performing Feather Flip) "In position!" (While performing Magaru) 
  'Gotcha!" (Shooting while in Feather Flip) "No escape for you!" (Shooting while in Feather Bomb) "Eat this! Nail 'em!" (While performing super move; Hyper Feather Shot) "Try and dodge this! Blast through!" (While performing super move;
Hyper Feather Shot) "Fly away!!!" (While performing super move; Magarula) "Roar, winds of Isis!" (While performing super move; Magarula) "I'll show you what I'm made of!" (Performing Instant Kill; Final
Feather Arrow) "No matter who I face, I'll prevail!!!" (Performing Instant Kill; Final Feather Arrow) "Final F
 Instant Kill; Final Feather Arrow) "And there you have it." (After finishing her Instant Kill) "Life is beautiful, even when it fades." (After finishing her Instant Kill) "Are you ready?!" (unused) "Io!!" (
(Defeated) "Is this...it?" (Defeated) "I can't last any further..." (Defeated) "No...!!!" (Defeated) "I can't last any further..." (Defeated) "I can't last any 
round) "Could've been worse..." (After winning a round) "Aha!" (After winning a round) "No way! I beat Akihiko ut..." (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I've gotten stronger?" (After defeating Akihiko) "Does this mean I
victory) "I can't let myself lose here." (Final round victory) "Mon's gonna protect the peace now...!?" (Game over) "Who's gonna protect the peace now...!?" (Final round victory) "Thanks for a good fight!" (Final round vi
but I think it was you who helped me out. Let's fight together again, sometime...okay?" (Congratulations) "Congratulations) Victory Quotes[] Normal Type[] General "I won this time, but don't give up. There's always hope!"
"Aha, I've won! And I'll do it no matter how many times you come at me!" "Hero of justice, at your service! Whoa, what's wrong with me? I did my signature pose out of habit..." "Rend the evils of this world, Feathermen! Phoenix Ranger Featherman Victory!
Judgement complete!" Character Specific Akihiko Sanada: "H-Hey, Akihiko-senpai! Will you hurry up and put some clothes on!? Geez...!" Junpei Iori: "*sigh* You're still just ordinary ol' Junpei. Isn't it about time you evolved into someone cooler?" Ken Amada & Koromaru: "Ken-kun, you've grown so big! I'm glad to see that Koromaru's well too!" Chie
Satonaka: "Man, actual high school girls are so lively! It sure is great to be young!" Naoto Shirogane: "Haha... I feel like I scored a victory for archery by beating someone with a gun!" Rise Kujikawa: "I-I'm sorry! I didn't mess up your face, did I!? It's hard going up against a teen idol..." Teddie: "Huh? There's no stuntman inside? How in the world...?"
Yosuke Hanamura: "We have similar skills, but the way we fight is completely different... Maybe I should take notes as reference for the future." Elizabeth: "That Persona... Why do you have it? O-Oh, no, it's okay. It's nothing." Labrys: "That was
 close...I'm surprised I can still manage after being out of the game for so long!" Shadow Yukari: "Well, an evil duplicate showing up is a little cliche, but it's fine. I obviously came through in the end!" Shadow Type[] General "Aww, how boring. It's over already? You're way too weak!" "Every last one of you is in my way! I'm fine by myself, so get lost!"
"Who gives a damn about people who won't stay by you? I can do everything on my own!" "Ugh, what did I do!? You don't know anything! What a goddamn pain! Just lay down and die!" "Bonds? Aha, that's just buttering people up! It sounds easy, living like that!" "You better thank me! After all, I spent my precious time playing with a piece of shit like
you!" "Hmm? You got defeated by a defender of justice. That means you're the evildoer, doesn't it? Ahahahaha!" Character Specific Mitsuru Kirijo: "You call up people only when it's convenient for you and call that "companions"? Are you sure you don't really see them as tools?" Yukari Takeba: "You just like chasing after dreams... But you're still
empty inside. You haven't changed at all.""Alright, let's go! (Battle start) "Let's get fired up!!" (After enemies remain) "I've got that bird into my sights." (Battle start, fighting a Jupiter Eagle) "Eww...that lick
monster." (Battle start, fighting a "Hablerie-type" Shadow) "I don't like how that table moves." (Battle start, fighting a "Maya-type" Shadow) "Ugh... that bug is as big as ever!" (Battle start, fighting a "Beetle-type" Shadow) "A crown shadow! Watch out for its magic!"
(Battle start, fighting a "Crown-type" Shadow) "That face is "way" too evil for an angel." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a "Crown-type" Shadow) "That face is "way" too evil for an angel." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a "Crown-type" Shadow) "That face is "way" too evil for an angel." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock to crack..." (Battle start, fighting a Lustful Snake) "That's one tough rock tough rock to c
a "Magus-type" Shadow) "Whoa...it's like a movie star..." (Battle start, fighting a "King-type" Shadow) "They're a shadow all the same..." (Battle start, Whimsical Papillon) "This isn't a ballroom!!!" (Battle start, Soul Dancer) "I'm getting bad vibes
from that crow..." (Battle start, Phantom Mage) "Awww...what a cute doll! I want one on my bag..." (Battle start, Protective Lexy) "That mist isn't poisonous, right?" (Battle start, Rainy Brother 2)
 "Ugghh...why don't you just stay in your pot!?" (Battle start, Rainy Pot) "Ughh!!! I bet that Shadow reeks of sweat..." (Battle start, Inviting Nyogo) "A lion and a wheel? That's a weird combo." (Battle start, Battle Wheel) "Is that DNA? A DNA shadow?" (Battle start, Happy Gene)
  "Hah...this isn't the Sengoku Era." (Battle start, Rain Leg Musha) "*Gasp* It's that triple head! Sooo creepy!" (Battle start, Apostate Tower) "Oh! Some dice!" (Battle start, fighting a FOE) "You're kidding me right?!" (FOE joins
fight) "Let's take it out quick!" (Battle start, fighting a Wealth Hand) "Wha..how many of them are there?!" (Battle start, fighting Card Soldiers) "She HAS to be feeling it!" (Queen of Hearts battle, 50% HP) "No pastor looks like that!" (Battle start, Merciful Clergyman) "So, we're okay to do
anything now right?" (Vow lifted) "How is THAT fair?!" (When affected by vow) "That leaves the blue one and the doctor!" (Calm Nurse defeated) "Yeah! Almost there!" (Kind Doctor battle, 25% HP) "Oh God! that thing is seriously scary!" (Battle Start, Soul Seeker) "Io!"
(Summoning Io) "Come, Io!!" (Summoning Isis) "Let's go, Io!" (Summoning Isis) "Let's go, Io!" (Summoning Isis) "Let's go, Io!" (Summoning Isis) "Ha..ha..I'm a little run down." (When low on SP)
"Ngh...I can't move!" (When paralyzed) "S-Stop it...I'm wa-watching my weight..." (When paicked) "Foison...is getting to me..." (When paicked) "Huh...what was I doing...?" (When paicked) "Huh...what was I doing...?" (When paicked) "Huh...what was I doing...?" (When paicked) "So if I attack, it'll hurt me too." (When paicked) "Huh...what was I doing...?" (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I attack, it'll hurt me too." (When paicked) "So if I at
roll...should we go for broke?" (Requesting All-Out Attack) "Yeah!" (During All-Out Attack) "Yeah!!!" (During All-Out Attack) "Yes!!! We did it!" (Finished All-Out Attack) "Ha! We did it!" (Finished All-Out Attack) "Yeah!!!" (During All-Out Attack) "Yes!!! We did it!" (Finished All-Out Attack) "Yeah!!!" (During All-Out Attack) "Yes!!!" (During All-Out Attack) "Yes!!! We did it!" (Finished All-Out Attack) "Yes!!!" (During All-Out Attack) "Yes!!" (During All-Out Attack) "Yes!!!" (During All-Out Attack) "Yes!!" (During All-Out 
Hit) "Let me at 'em! That's okay right?" (Requesting Follow-up Attack) "I see my chance!" (Requesting Follow-up Attack) "I see my chanc
Attack) "I'll pierce right through!" (During Follow-up Attack) "How's that?!" (Follow-up Attack misses) "I missed!?" (if her attack misses) "I missed!?" (if her attack misses) "I saw that!" (Enemy
attack misses) "Look out!!!" (Enemy Advance) "Ha!" (Using an item) "Alright..." (Using an item on a team member) "This...can't be..." (Unconscious) "Yikes! You alright, leader!?" (When using an item on a team member) "The using an item on a team member) "This...can't be..." (Unconscious) "Yikes! You alright, leader!?" (When using an item) "Alright..." (Using an item) "Alright..." (Using an item) "This...can't be..." (Unconscious) "Yikes! You alright, leader!?" (When using an item) "Alright..." (Using an item) "This...can't be..." (Unconscious) "Yikes! You alright, leader!?" (When using an item) "Alright..." (Using an item) "This...can't be..." (Unconscious) "Yikes! You alright, leader!?" (When using an item) "This...can't be..." (Using an it
the P3 protagonist has been K.O.ed) "Try not to get in our way, Junpei!" (Battle start, with Junpei on) "Hey Junpei! Get a grip!" (When Junpei has been K.O.ed) "Mitsuru-senpai!! Are you okay!?" (When Junpei on) "Hey Junpei has been K.O.ed) "Mitsuru-senpai!! Are you okay!?" (When Junpei on) "Hey Junpei has been K.O.ed) "Mitsuru-senpai!! Are you okay!?" (When Junpei on) "Hey Junpei on) "Hey Junpei has been K.O.ed) "Mitsuru-senpai!! Are you okay!?" (When Junpei on) "Hey Junpei on on other or way, Junpei!" (When Junpei on) "Hey Junpei on) "Hey Junpei on on other or way, Junpei!" (When Junpei on) "Hey Junpei on other or way, Junpei!" (When Junpei on) "Hey Junpei on other or way, Junpei!" (When Junpei on) "Hey Junpei on other or way, Junpei!" (When Junpei on) "Hey Junpei on other or way, Junpei!" (When Junpei on) "Hey Junpei!" (W
Mitsuru has been K.O.ed) "That's the battle!" (Results) "We finished that in a flash!" (Results) "We finished that in a flash!" (Results) "Mhmm...that one wasn't much." (Results) "There are
Shadows like that here? Yikes..." (Results) "That one was really strong..." (Results) "It's over. Thank goodness..." (Results) "Yes! I leveled up!" (Leveling up her sub-persona) "My Persona got stronger!" (Leveling up her sub-persona)
"Hey, your Persona's stronger!" (When the P3 protagonist levels up his sub-persona) Gallery[] Persona 3 Portable Concept art for Yukari Yukari's various expressions Early concept art for Yukari Mitsuru &
Yukari, wearing the High Cut Armor Yukari and the protagonist in the Dark Hour Yukari and the protagonist, Junpei and Yukari Yukari with Fuuka and Mitsuru Yukari with Fukari outside the school Yukari feeling tired in Tartarus
Yukari fighting Arcana Priestess Yukari bonding with the protagonist Yukari bonding with the protagoni
with Minato Arisato, on the cover for Volume 2 Yukari healing Takaya's burned body Persona 3 The Movie Concept art of Yukari bow Bow size comparison to Yukari Illustration of Yukari by Watanabe Keisuke Illustration of Yukari by Yukio Hasegawa
and Painted by Saori Goda Illustration countdown of Spring of Birth Illustration countdown of Winter of Rebirth Yukari with rest of the female members of S.E.E.S new years artwork for Winter of Rebirth "Welcome to Gekkoukan High School! Hope you like it!" Yukari's leg bleeding after being
sliced by glass Yukari trying to use her Evoker Makoto waking up in the hospital with Yukari attending Shinjiro's funeral Yukari attending
Weird Masquerade Yukari as she appears in Persona 3: the Weird Masquerade -Souen no Kesshou- Persona 4 Arena UltimaxYukari's render in Persona 4 Arena UltimaxYukari's Pre-Battle Portrait
Yukari's Instant Kill: Final Feather Arrow Yukari portrait in Persona 4 Arena Ultimate Bow" Yukari posing with the "Ultimate Bow" Yukari posing wi
P3 Yukari, Ken and Junpei show their support for Labrys in side P4 Yukari in side P4 Yukari with Rise and Fuuka Yukari's Pre-Battle Portrait Chie and Tomoe as Yukari and Io in the prequel Persona 4 Arena Persona 4 Arena Valena Persona 4 Arena Persona 4 Arena Valena Persona Valen
Ultimax (Manga) Yukari in the Ultimax manga Persona O: Shadow of the Labyrinth Yukari sanimation design. Artwork of Yukari appears on the -Roundabout- volume cover Persona O: New Cinema Labyrinth Yukari in the end credits Appearances in Other Media [] Etymology [] In Japanese, the name Yukari can mean "affinity", which
means a natural attraction to someone or something. This could symbolize how she is the first to open up to the protagonist and feel a connection with him; it could also symbolize the fact that her Arcana of her Persona is the Lovers, which represents the social interaction and the establishment of relationships. It can also mean "beautiful pear tree",
likely due to her past home of Kyoto where Asian pear trees are common. During autumn, the leaves of the pear trees turn brown, thus she could be named for them because her hair is brown as well. Yukari's surname Takeba means "mountain, peak" (岳) (take) and "feather" (羽) (ha/ba). In Other Languages[] Language Title English Yukari Takeba
Japanese 岳羽 ゆかり (Takeba Yukari) Korean (Takeba Yukari) Korean (Yuè yǔ yóujiā lì) Trivia[] Persona 3 FES The Journey - Recording Yukari's maid uniform. It's been stated in an interview by the lead character designer of Persona 3 and Persona 4;
Shigenori Soejima that Yukari's design is one of his favorites. In Yukari is unavailable to explore Tartarus for the two days before any exam, as she is busy studying for
it. In one of Yukari's Sunday dates, she reveals to the protagonist that her favorite dessert is strawberry daifuku. She will react positively if the protagonist admits to having enjoyed some before, or in disbelief if they say they haven't eaten any. She can be seen snacking on some inside the dorm from time to time. Yukari being of the Lovers Arcana is
referenced through the meanings of her name, the actions she takes in the main story, and in her own story. She revealed to her to balance their relationship with her father is one of her main driving forces, and the connection she creates with Mitsuru ends up
saving them both. In her Social Link we see her struggling relationship with her mother, ultimately she is left with the hard task on whether or not to forgive her and begin their relationship anew. In the Persona 3 Drama CD: A Certain Day of Summer, after Fuuka confesses that she once accidentally saw Yukari preparing her own meals, Yukari tells
the rest of the 2nd year S.E.E.S members she tries to hide the fact that she can cook because she worries about others questioning her home life if people found out. She hides this fact to the female protagonist early on but she confesses to the male protagonist that she's not just a decent cook but a good one in her rank seven Social Link. This makes
Yukari, Naoto from Persona 4 and Ulala from the Persona 2 duology the only main female party members in those games that can cook a decent meal. One of the associated Astrology signs for the Lovers Arcana, Libra (the other being Gemini) is Yukari's star sign. The Lovers Arcana also associated Astrology signs for the Lovers Arcana, Libra (the other being Gemini) is Yukari's star sign. The Lovers Arcana also associated Astrology signs for the Lovers Arcana, Libra (the other being Gemini) is Yukari's star sign.
three strong connections to Yukari. Firstly she is the only one in S.E.E.S who naturally possesses and inherits the Garu (Wind) skills. Wind is often considered as the "healing" element which ties into Yukari's role as the healer of the group having the ability to not only heal allies but to also remove mental afflictions, her Persona also learns these skills
quite early on. Lastly, Yukari's weapon of choice the Bow and Arrow, depending on the speed and direction of the wind can heavily alter the accuracy and the chances of the goddess Hera, and Isis is known as
the patroness of magic. Though it was never brought into notice in Persona 3, Yukari seems to have a fondness for stuffed animals. In Persona Q, she openly gushes about the Protective Lexy Shadow's cute appearance and expresses a desire to have one attached to her bag. It might be a reference to their small cameo in the opening of Persona 3. In
Persona Q it's revealed by Aigis in an event stroll that Yukari and Mitsuru's similarities are revealed more as the story progresses. They're both charismatic, hardworking, talented and driven young women, and though
they're not overtly obvious about it, they constantly worry about the team's morale. Their families had a hand in creating the Dark Hour and ended up victims of it, arguably they grew the strongest desire to eliminate it. They're also closest to their fathers, them being a part of their main driving force to destroy the Dark Hour once and for all. Yukari,
Ann Takamaki and Eriko Kirishima (from Persona) share an interest in fashion, coincidentally the three of them became models. Though it's a dream career for Eriko and it was initially just a hobby for Ann, Yukari took the job as a means to pay for college. In Persona 4 Golden, if Chie Satonaka has the Gekkou Uniform equipped, she will mimic
Yukari's victory pose after battles as well as say Yukari is lines. Though it caused much confusion when Persona 4 Arena Ultimax was first announced, Yukari is always found front and center, is the last one standing when the
team falls and the one to give the final blow when finishing off the antagonist, the typical tropes of the "lead ranger." Yukari's height are both a mystery in Persona 4 Arena Ultimax unlike the rest of the human female characters whose weight are both a mystery. This is most likely a reference to her job as a model, as height
and weight are often deliberately left out information. In Persona 4 Arena Ultimax two of Yukari's render is also an updated version of her All-Out Attack portrait from Persona 3 and her official artwork. Yukari's render is also an updated version of her All-Out Attack portrait from Persona 3 and her official artwork. Yukari's render is also an updated version of her All-Out Attack portrait from Persona 3 and her official artwork. Yukari's render is also an updated version of her All-Out Attack portrait from Persona 3 and her official artwork.
Yukari performs her own stunts as Feather Pink. Yukari as the Pink Argus' actress coincides with Lisa Silverman who played the same Lovers Arcana. Yukari and Isis also have palette swaps referencing Lisa and Venus. Yukari appears as a palette swap for
Chie Satonaka in Persona 4 Arena, BlazBlue: Cross Tag Battle and Persona 4: Dancing All Night. References[]
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