RANDOM JOKER FEATS, NOT A DOC FROM HIM.
CANON PERSONA 5 CONTAINS:
BASE/VANILLA
ROYAL
STRIKERS

Feats of Joker from Persona 5 Royal, assuming the correct decisions of the player

Crystallized and General Intelligence:

Joker has knowledge that transcends the encyclopedic, possessing erudite knowledge according to his social stats. He has knowledge of ancient Rome, the four-color theorem, linguistics, Edo period history, the brain's function responsible for the illusion of a figure (Cognition), the placebo effect, the historical fact that Katsushika moved over a hundred times, the halo effect, and can solve crosswords with ease. Additionally, his application of knowledge is evident when he can apply battle strategies learned in Hifumi's social link. He applies his craftsmanship knowledge when creating smoke bombs, gomo-h for infiltrating palaces, martial arts, and negotiating skills, being an exceptional negotiator when needed to recruit people, as well as theft techniques. He is comparable to Akechi, who has the highest scores in Japanese national exams. Moreover, if the player makes the right decisions, Joker always has perfect grades, which is even more impressive considering how difficult the Japanese educational system is. There are also no signs of excessive effort or cognitive fatigue during this. He also has knowledge of the Metaverse and people, with allies like Futaba Sakura, who can "read" through people's information as if they were books through the browser, and the social link with Igor, who is semi-omniscient. Finally, he has the personas of Satanael, who could defeat a god like Yaldabaoth, which was semi-omniscient, meaning he is dimensionally more intelligent. Additionally, in the Royal version, we see that he learns Olympic gymnastics at a professional level with Kasumi/Sumire Yoshizawa's social link. Also, Mona/Morgana declared that Joker can do complicated math exercises, which is evident when he studies at Leblanc. Remember that Morgana is a skeptical and highly intelligent entity.

Joker also has access to knowledge that surpasses common education and exceeds even the most prestigious elite schools. For example, Joker has access to the Velvet Room, where he has Igor as a confidant, a semi-omniscient being. Additionally, Joker has access to Futaba from the Metaverse, who can access almost anyone's data as if it were a book.

In Royal, Joker was able to fuse Justine and Caroline to create Lavenza without Igor’s help, an act only Igor can perform. This is interpreted as a cosmological feat, as only Igor can carry out such fusions.

Fluid Intelligence / Solving Complex Novel Problems:

Joker was able to solve extremely complex puzzles as the leader of the Phantom Thieves. The pinnacle of this is when he was able to solve Kamoshida's puzzle in the first palace with no prior experience, even though:

1. Joker’s life could have been ruined if he didn’t change Kamoshida's heart, under conditions where Joker wasn’t stressed.
2. Joker was in near-death situations when he summoned Arsène.
3. Joker had no resources beyond Arsène at that moment, canonically Ren only used Arsène, Raoul, and Satanael.
4. His knowledge at that moment didn’t come close to his highest social stats.
5. It was a large-scale puzzle, not a simple one like a board game such as Shogi.
6. Joker has superhuman perception without being in the Metaverse. For example, he can see through things beyond human understanding, like the Velvet Room's doors thanks to his third eye ability. He can perceive tiny details like where to climb or hide, etc.
7. He has perfect acting skills, allowing him to infiltrate a palace flawlessly without being detected by shadows, hide his identity, and remain composed in high-stress situations that require discipline. An example is when he fights shadows for hours in his base form and in the Metaverse. He does this for hours with no margin for error, having two identities: one in the Metaverse and acting in sync as a normal student with a criminal record.

Additionally, by solving this puzzle, Joker had to deal with:

• Segregation due to his criminal record • Solving a case of sexual abuse and attempted suicide of Shiho Suzui • Adapting to solve the puzzle while it was only the first palace and mastering Arsène. • Excruciating pain when summoning Arsène, a representation of his personality, when he took off his mask and bled excessively. Canonically, this is the only instance where Joker completely loses his composure. • Having deadlines, giving him a limited time of 20 days.

Battle against Yaldabaoth: Additionally, Yaldabaoth planned the confrontation between Shido and the Phantom Thieves, being a semi-omniscient being who can see almost all the past, present, and future, except when Joker reached his maximum potential and summoned his ultimate Persona, Satanael. After defeating Yaldabaoth, it’s clear that Joker is dimensionally more powerful and even more intelligent than Yaldabaoth after his defeat. Defeating Yaldabaoth requires not only power but also the application of strategies and the ability to solve the problem of defeating Yaldabaoth, which counts as both a physical and mental feat.

Emotional Intelligence:

Emotional Perception:

• **Metaverse Feat:** (Intrapersonal) In his own universe, Joker has exceptional composure and emotional management. The only instance where he loses composure is when summoning Arsène, which is more of extreme physical pain than emotional. Moreover, since Joker has a Persona, he has no palace, meaning no one can see through him or his deeper motivations. This grants him immunity to mind control, making him a person with high intrapersonal perception. The only instance of Joker being psychologically profiled by the Japanese media was when it was mentioned he was just a young man. This is more related to his psyche than his emotions. However, no one in Persona 5 could see through Joker, not even geniuses like Akechi or Sae Nijima.

Joker was never manipulated by Yaldabaoth and was NEVER blackmailed by Maruki to accept the utopian reality in Royal. In PowerScaling, Joker has immunity to manipulation.

• **Akechi Feat:** (Interpersonal) Joker was canonically able to recognize Akechi as the traitor from a conversation, seeing through him when Morgana mentioned wanting pancakes. This implies that:

• Morgana can only be heard by those with access to the Nav app, having a Persona, and can access the Metaverse. • Therefore, when Morgana mentioned pancakes and Akechi suddenly joined in talking about delicious pancakes, it meant Akechi was the traitor.

This shows that Joker could see through Akechi's perfect facade, a celebrity who was extremely famous in Japan for wanting to catch the Phantom Thieves, playing the role of a detective who solved crimes perfectly, although he was the one causing them. He has perfect infiltration skills, which the Phantom Thieves didn't even notice until the second palace of Madarame and Kaneshiro. This made him someone impossible to manipulate since he had no palace due to having a Persona, making it impossible to know his deepest desires.

Thus, Joker knew about Akechi through Morgana, and the emotional perception feat is when he broke down the barrier of his acting.

Emotional Understanding: Joker could see through the palaces of various palace holders like Kamoshida, Madarame, Kaneshiro, Futaba, Okumura, Nijima, Shido, Maruki (in Royal), seeing their deepest desires, motivations, and the deepest aspects of their psychology. This isn't limited to palace holders, as Joker also has access to Mementos, allowing him to understand the hearts of all humanity with each mission, understanding their deepest side, which everyone refuses to acknowledge. Essentially, Joker completely changes the deepest psyche of individuals, exposing them publicly.

Joker has access to Mementos, where the hearts of the collective unconscious reside, helping him understand emotions, change hearts, and comprehend the deepest desires of about:

• Low estimate: 7.2 billion people • Median estimate: 7.4 billion people • High estimate: 7.6 billion people

Excluding those with Personas like: • The Phantom Thieves • Goro Akechi (Joker could see through him even without the Metaverse) • Among others.

Emotional Facilitation:

Yaldabaoth Feat: Yaldabaoth is a semi-omniscient entity with the ability to observe nearly all of the past, present, and future, manipulate events, and alter humanity's cognition. His plan involved pitting the Phantom Thieves against Shido, but his omniscience was limited when Joker reached his maximum potential and awakened Satanael, an event Yaldabaoth couldn't foresee.

Key Feats in the Battle against Yaldabaoth: • Dimensional Superiority: If Yaldabaoth could see the future and Joker managed to defeat him, it implies Joker overcame and surpassed a

semi-omniscient mind with his own strategies. • Combat Strategy: Defeating Yaldabaoth wasn't just about strength; it was about strategy. Joker had to employ tactics to resist attacks from a being manipulating reality itself. • Emotional Manipulation of Yaldabaoth: Joker emotionally frustrated Yaldabaoth when he summoned Satanael, indicating that even an entity of that level was psychologically affected by him.

Calling Card Feat: A key aspect of Joker is his ability to deeply influence the emotions of others, evident in how he handles the Calling Cards.

Effect of Calling Cards: • They not only reveal the true form of the Palace but force the owner to experience an extreme psychological crisis. • This results in the highest level of security in the Palace, making infiltration much harder, but also emotionally weakening the target. • Simply receiving a Calling Card makes the bearer emotionally collapse, showing Joker's psychological manipulation power.

Supreme Example: • The Calling Card to Maruki (Persona 5 Royal) is the most impactful, as his Palace represents his ideal world and deepest emotions. Joker not only forces him to recognize his true nature but confronts him with a reality he wanted to ignore.

Conclusion: Joker not only understands human emotions but uses them strategically to manipulate even the most powerful individuals in his world. From criminals like Kaneshiro to a god like Yaldabaoth, Joker proves that emotional intelligence isn't just about understanding emotions, but using them as a weapon.

Feats of Mass and Indirect Manipulation: Joker's Chain Reaction

One of Joker's most underrated feats is his ability to manipulate events without direct intervention, creating a domino effect of psychological influences that culminate in his victory.

Mishima Case and the Creation of the Phantom Site • Mishima creates the Phantom Site under Joker's indirect influence, driven by his obsession with the Phantom Thieves. • Joker never directly commands him to do this, but his mere presence and actions generate Mishima's devotion. • Later, Mishima censors the Phantom Site when the reputation of the Phantom Thieves is attacked after Okumura's murder, maintaining control over the narrative.

Manipulation of Shido and Akechi • Joker indirectly manipulates Shido by becoming the focal point of his plan. • Shido wants to eliminate the Phantom Thieves, so he manipulates Akechi, his own son, to do it. • Akechi, with his inferiority complex, wants to capture Joker to gain his father's approval, falling into Joker's trap. • Akechi murders Okumura, destroying the Phantom Thieves' reputation and causing an internal crisis. • Mishima, obsessed with the Phantom Thieves, protects Joker's image by censoring the Phantom Site. • Subsequently, Joker massively manipulates the Japanese media with: Shido's influence as prime minister, Akechi's motivations narrated as a celebrity, Mishima censoring one of the Phantom Thieves' fan sources, and then using social engineering with Futaba's help across all of Tokyo to reveal to the public that Joker was never dead.

Conclusion: Joker creates a psychological collapse in Shido, Akechi, Mishima, and the entire Japanese society without directly intervening in each instance.

Other Achievements: Massively manipulating Shujin Academy with the calling card sent to Professor Kamoshida. When Kamoshida confesses his crimes, he does so in front of around 100 to 300 students simultaneously. Furthermore, Joker had already spread rumors when he sent that calling card.

Emotional Engagement and Realization:

Arsène Feat: Joker's awakening in Kamoshida's Palace occurred when, finding himself in a life-or-death situation, seeing Ryuji about to be killed by Kamoshida's Shadows and unable to do anything to help, his mind replays the events that led him to that point. He recalls how his life was unjustly ruined after being accused of a crime he didn't commit by Shido, and how, while defending a woman who was about to be raped by Shido, his parents neglected him by sending him to Tokyo to live with Sojiro Sakura in the attic of Leblanc. He remembers his isolation at Shujin Academy and the discrimination he suffered due to the rumors spread by Mishima. All this accumulation of injustices, combined with the imminent threat of death in the Metaverse, triggers an emotional explosion that sparks his rebellion.

His frustration and desire to change his fate awaken Arsène, his Persona, but the process is not easy. Summoning him causes extreme pain, reflected in massive blood loss when he tears off his mask, symbolizing the price of his transformation. This is the only moment in the entire game where Joker completely loses his composure, showing the magnitude of the sacrifice it takes to accept his true self. Unlike other characters who awaken their Persona with less resistance, Joker fully surrenders to his transformation, demonstrating absolute resolve.

After this scene, Joker is no longer simply "Ren Amamiya" or a student with a criminal record. • On a symbolic level, he stops being a victim and becomes a born leader. • His personality changes from someone merely surviving to someone who shapes his destiny with his own hands. • From here, his decision-making, strategic coldness, and leadership ability become much more pronounced.

Cognitively: • Joker challenges and surpasses the limits of cognition, physiology, and even human metaphysics/ontology. • This is not an intellectual feat but a metaphysical one that transcends ontology between the Metaverse and the human world. • Joker endured extreme stress, which could be post-traumatic, due to his ongoing trauma with Shido. However, this does not significantly alter his composure throughout the game.

Emotional Management: Joker perfectly manages his emotions when he is about to be killed by Akechi in Sae Nijima's Palace, which was a planned and anticipated action by the Phantom Thieves to uncover the real traitor. When Akechi decides to deceive Joker into falsely rescuing him, he points the gun to his head and then fires it. The key here is that his only reaction was dilated pupils, but beyond that, there are no screams, no signs of feeling any other emotions. Joker maintains his composure and, most importantly, remains calm until he reappears in the Velvet Room, later deceiving Akechi into having the Japanese media announce the death or suicide of Joker (the leader of the Phantom Thieves), while Akechi left the weapon in Joker's hands, also using gloves to eliminate evidence.

He never lost his composure when summoning his Supreme Persona, Satanael, nor did he lose his composure when reality was about to be altered by Maruki in Royal.

Joker also managed his emotions decently when his body was fading due to Yaldabaoth, as he was never manipulated by this semi-omniscient being, unlike the collective unconscious.