

The future doesn't belong to you!

For those who have not completed *Xenoblade Chronicles 3*, this class contains spoilers regarding the plot. Discretion is advised.

Class - Moebius

“You embody all our hopes... Our dreams of how this world should be. Even though you and your friends should never have existed, the fact you are here is proof enough.”



The future is rife with change and can hold many unpleasant and unpredictable things. Moreover, as time marches on, death draws ever closer. Moebius are among those whose desire prevent them from moving on, refusing to depart this world even after death; however, instead of lingering as a spirit, the sea of the collective unconscious empowers a Moebius' **Conviction**, granting them a new physical form. Most Moebius are fearful of death, and will do whatever they can to avoid it; however, others have become more accustomed to their new life, living carefree and pursuing the desires they could not before. Now, those few Moebius who have found hope once more are prepared to fight to change the world and drive it towards greater heights.

Visually, Moebius have a clearly visible scarlet infinity symbol in one of their irises. They also each have a purple gem embedded in their chest. In the Metaverse, a Moebius is adorned with cosmetic full-body armor. Mechanically, this is considered clothing that can be worn over or under armor, possibly overriding equipped items. (Thus Moebius armors and helmets function identically to

“Phantom Thieves” method outfits and masks).

Moebius are incapable of summoning Personae; however, their empowered **Conviction** has imbued them with their own abilities. Philosophically, Moebius exist somewhere between being a Shadow, a Beacon, and a reincarnation; however, they are quite different mechanically. Regardless, their connection to the Sea of Souls grants them access to unique powers.

❖ **Infinite Essence:** Moebius have fields for Natural Skills and spells. At character creation, Moebius have a Natural Skill and 6 Spell Points and can have up to 3 Types. Additionally, if the player chooses to sacrifice a Type, a Moebius can start the game with 4 extra Spell Points for each type sacrificed. Moebius Spell Points are explained below.

❖ **Soul Hacker:** While outside of combat, Moebius can spend Moebius Spell Points to buy Spells for their Types as if buying spells for a Persona, adding that spell to their Moebius spell decks. Moebius deck spells can be refunded under the same rules as normal spells, for Moebius SP. Additionally, at the end of combat, the Narrator determines one Spell from among the defeated shadows to grant the Moebius. This spell ignores Type restrictions; however, refunding these spells only returns half SP.

❖ **Interlink:** Once per combat, as a Default action, a Moebius can Interlink with an adjacent, consenting user. Interlinking grants $((\text{Social Rank} * \text{SKL}) / 10)$ (min. 3) Interlink counters, where Social Rank is determined by the Moebius' bond with the other User. If a Moebius' Interlink counters falls to 0 or below, the Interlink ends.

- While Interlinked, both Moebius and User become one, taking on a form that resembles both the Moebius and the Starter Persona of the User, bearing a glassy sphere in its chest with a scarlet infinity symbol emblazoned upon it.
- Both Users take their turns during the Moebius' turn, using their actions simultaneously and temporarily removing the other User from the turn order. Users cannot switch Personae in this state; however, all passive effects (spells, natural skills, persona stat increases, etc.) are applied to both Interlinked Users.
- Interlinked Users STR, MAG, TEC, AGI, VIT, LCK are replaced with their combined values as long as the Interlink lasts.
- Finally, Interlinked Users cannot lose or gain HP nor can they enter Death's Door, instead losing Interlink counters equal to the damage taken divided by 10 (min. 1). At the end of the Moebius' turn (except for the first), remove 3 Interlink counters.



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