

# MIMEOSOME

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*"I realized I was wrong. These Mimeosomes, they aren't just ghosts or shadows... they're people... seeds of new life that are struggling to take root..."*

Also referred to as Mims, Mimeosomes are highly advanced androids capable of housing a Gnosis, a powerful and transient form of the human soul. Some Gnosis are aware that they possess a Mim, while others believe themselves to be normal humans. Most models of Mimeosome have ringed irises while others are otherwise indistinguishable from other humans when uninjured, only hinting at their true nature with the blue blood that flows through their engineered veins.

Unlike many other androids, Mimeosomes were designed to mimic human functions as seamlessly as possible, requiring water, food, and sleep to function properly. These bio-mechanical organisms are even vulnerable to disease. All these restrictions and more were designed to create as seamless an experience as possible for the Gnosis housed within. As such, Mims are able to live fulfilling human lives; however, a Gnosis separated from its original body against its will, such as by sudden death or other uncontrollable circumstances, may feel particularly trapped within their synthetic bodies.

## Awakening

As Mims do not possess a Persona, but rather house a Gnosis, they do not experience Awakening in the traditional sense. A Mimeosome that is aware of its nature is capable of using its powers as soon as it is piloted; however, those that are unaware may just as reasonably be capable of harnessing their power immediately as they may be incapable of harnessing their Potential until a traumatic event occurs.

**Difficulty** ◆◆◆◆◆

**Important Stats** Gnosis Points, Skill Bonuses, Soul Voices, Spell Points

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**In Combat** Mimeosomes excel as all-rounders due to their ability to gain extra Skill Bonuses. Although they are not particularly strong in any area, they can fill most roles perfectly fine. Mimeosomes are also able to provide additional support through Soul Voices granted by their By My Side ability. Like Awakened, it is recommended that Mims land the killing blow on an enemy each combat so they can acquire a Gnosis Point.

**In Downtime** Mimeosomes take their interactions with others to heart, benefiting from their Downtime most when focusing on their Social Links. When interacting with a Confidant, a Mimeosome may take extra care to internalize the Confidant's actions, meditating on the events happening or reflecting on their relationship. This internalization allows Mimeosomes to develop their Gnosis further or to draw closer to their Confidants.

**In Exploration** Mimeosomes don't possess any particularly strong exploratory abilities, relying primarily on developing their Gnosis in order to make better Skill checks instead. Otherwise, any given Mimeosome can be expected to act like any other human when exploring: some may be adventurous, cautious, excited, or even unimpressed by their surroundings. To a Mimeosome, each new world is another step on their journey to understand themselves and the world around them.



## Features

### ◆ The Key We've Lost

Instead of a Persona, Mimeosomes possess a Gnosis: A Gnosis is mechanically identical to a Persona; however, instead of being outwardly summoned, its power courses through the Mim, causing it to appear as if Mimeosomes are casting spells on their own.

When creating a Mimeosome, mark down a Gnosis Point (GP) tally to represent the Mim's ability to understand the capabilities of its body and to further explore their own nature. This tally starts at 0 and can be increased by defeating Shadows and participating in Social Links.

### ◆ Strength Comes from Experience

Once per combat, a Mimeosome that deals the killing blow to a Shadow gains 1 Gnosis Point. GP can be spent during sleep or when leveling up and are the key to unlocking the true strength of Mimeosomes:

- ◆ 5 GP can be exchanged for 1 SP
- ◆ 10X GP can be exchanged to grant the Mimeosome's Gnosis a +1 Bonus to any Combat Skill. X is equal to the total number of bonuses already applied to that Gnosis Skill + 1

### ◆ Builders of a Legacy

Building their bonds with those around them empowers a Mimeosome, for these powerful moments stir their hearts and anchor them to their humanity. Once per day, after completing a Social Link interaction, gain 1 Gnosis Point. You may forgo this Gnosis Point to instead increase the Social Link points gained from this interaction by 2.

### ◆ By My Side

Mimeosomes are particularly attuned to the needs of their allies in the heat of combat. At character creation and again at every third Character level, a Mim gains a Soul Voice. These are special effects that can be activated by spending 1 Aspect Point and an Interrupt if their conditions are met. Effects that specify "another ally" may be taken by any ally other than yourself but may only be taken by one of them.

## Soul Voice List

Name	Trigger	Effect
<b>Opening Art</b>	Combat begins	Another ally may immediately take any action other than a Standard action. This does not consume their action for the turn
<b>Last Words</b>	You enter Death's Door	Another ally may select one effect or attack to not affect them. This effect is lost at the start of your next turn
<b>Heavy Hitter</b>	An ally lands a Critical Hit or strikes a Weakness	The next attack or cast the triggering Unit performs gains Extra: Down chance: 35%
<b>Aura Ready</b>	You gain a Buff effect	Another ally gains the same Buff effect
<b>Untouchable</b>	You succeed on three Dodge Rolls in a row	The next attack or cast that rolls to Hit another ally is treated as its minimum possible roll
<b>Medicine Aid</b>	Your HP is restored by another ally	That ally restores the same amount of HP to themselves
<b>Daredevil</b>	An ally below 30% HP successfully hits a target	The triggering ally gains 1 Aspect Point and HP restoration they receive is increased by 50% for them until the start of their next turn
<b>Underdog</b>	An enemy of higher level or a Tyrant falls below 50% HP	All allies gain 1 Aspect Point. A Unit may only benefit from this effect once per round
<b>Wayward Weather</b>	A Weather effect is applied to combat	An ally gains the effects of <i>Climate Decorum</i> and <i>Sukukaja</i> for the duration of that Weather effect

## Class Feat

Name	Effect	Req.	Additional
<b>Wir fliegen</b>	<p>Once per combat, pay 4 Aspect Points to gain the <i>Overdrive</i> Condition for three rounds as a free action, which grants the following benefits:</p> <ul style="list-style-type: none"> <li>♦ You may take at extra Interrupt Action each round</li> <li>♦ Soul Voices you activate do not cost Aspect Points</li> <li>♦ When activating a Soul Voice, restore 10% of your maximum HP. If another ally receives the effect of that Soul Voice, they restore an amount of HP equal to the amount you restored.</li> </ul>	Mimeosome CLv. 6	May only be taken once