Class – Navi

"What denies you is an illusion... A curse put upon you by the heartless... The forbidden wisdom has been revealed. No mysteries...no illusions shall deceive you any longer."

Although most Personae are flexible, but fully equipped to fight Shadows, a recent anomaly has been observed where a few rare Users awaken to Personae that are entirely dedicated to supporting their summoners and their allies, being able to do so much more efficiently than others at the cost of diminished destructive prowess. These Users are commonly referred to as Navigators, Navi for short, as they often avoid combat to support others from the sidelines.

❖ **Purity of Purpose:** Navi Users can only choose from the following Types: Intel, Status, Buff, Debuff, but can select all four if they so choose, gaining an extra Persona level if they choose to forego any of these Types (one extra level per Type not chosen).

❖ **Proud Aegis:** Once per combat, if the effect of a spell cast by a Navi causes an enemy's attack to fail or deal 1 or less damage to any target, the Navi User gains SP equal to half their character level.

❖ **Metaverse Pulse:** All Navi Users gain the Tier I **Perception** Intel spell at character creation, for no cost, even if they do not choose the Intel Type.

　　o This skill does not count against your spell deck limit, and cannot be refunded for SP. When your Persona reaches level 5, this spell becomes **Powerful Perception**. At level 10, it becomes **Absolute Perception**. Finally, at Level 15, it becomes **Eyes of Prometheus**. This spell stacks with normal *Counters* Category spells.

❖ **Aide's Legacy:** At character creation, choose one of the Navi spells below. You may choose one more Navi spell when your Persona reaches Levels 5, 10, 15 and 20. These spells have no Energy cost outside of their stated effects, and only Navi Users can learn and cast them, and only via Aide's Legacy.

Navi

Name	Categories	Reach	Effect	Description
Makatora	Navi, Heal, Unique (A)	1 ally within 8 meters	Spend X **Energy**. Restore target's **Energy** by X.	A gleaming blue line briefly connects the caster and the target.
	Time: Default	Duration: Instant		
Regenerate	Navi, Heal, Unique (P)	Caster	At the end of combat, if your HP is below 100% but above 0, restore up to 20% of your maximum HP.	A green energy disk surrounds the caster, accelerating healing.
	Time: Passive	Duration: Permanent		
Invigorate	Navi, Heal (P)	Caster	At the end of combat, if your Energy is below its maximum value, you may spend 1 Aspect Point to restore 1d4 Energy.	A deep blue droplet falls from the sky, briefly enveloping the User in a gentle glow.
	Time: Passive	Duration: Permanent		
Into the Void	Navi, Null, Interrupt, Unique (A)	1 ally within 9 meters	Spend 4 **Cognitive Counters**. Target ally gains *Null <All>* against the next attack this round. Only 1 target can be under the effect of *Into the Void* at a time.	You create an area of cognitive blindness around an ally, making Shadows' attacks incapable of reaching them.
	Time: Interrupt	Duration: Instant		

Zero Set	Navi, Unique (A)	1 ally within 6 meters	Spend 4 **Counters** or 4 **Energy.** Target's next spell has no generic Energy costs. Spell-specific costs still apply.	Your target is surrounded by floating equations and graphs.
	Time: Default	Duration: Instant		
Position Hack	Navi, Initiative (A)	A number of targets within 8 meters.	Spend X **Counters.** For each Counter spent, change the position of 1 target in the initiative queue. These changes take effect at the start of the next round.	Affected targets are surrounded by a shimmering aura that briefly disrupts the flow of combat.
	Time: Default	Duration: Instant		
Encore	Navi, Buff, Debuff (A)	Any number of targets within 8 meters	Spend 1 **Counter** per selected target. Add 3 rounds to the duration of any one Buff or Debuff skill on each target.	A colored cloud surrounds the target, intensifying any existing conditions.
	Time: Default	Duration: Instant		
Idol's Insight	Navi, Intel, Analysis (A)	Any number of targets you can see.	At the start of combat, you may spend 1 **Energy** to reveal an elemental interaction of the target. You may spend extra Energy to reveal more interactions or choose more targets.	A fractal arrow pierces the target and flies back to you, revealing a readout of the target's weak points.
	Time: Automatic	Duration: Instant		
Oracle	Navi, Heal, Buff, Debuff, Repress (A)	Special	Roll 1d100 (roll 1d10 for the tens, then 1d10 for the unit) and apply the appropriate effect according to the table below. **Repress** this spell.	The arena is surrounded by a globe of prismatic lights, filling the targets with wild energy.
	Time: Default	Duration: Instant		

Oracle	Effect
00	Reduce the HP of all Users to 2.
01-10	Apply the **Knocked Down S**tatus to any number of targets you can see. This bypasses Status resistances.
11-15	Apply the **Knocked Down** Status to all Users.
16-30	Move all Users to the start of the initiative queue. This takes effect at the start of the next round.
31-35	Remove all Buff, Debuff, Charge and Status effects from all units in combat.
36-50	Any number of targets suffer the effects of **Tarundamon, Rakundamon** and **Sukundamon** (-2 STR, -2 MAG, -2 TEC, -2 AGI, Fortify Physical & Elements -8 for 3 rounds)
51-55	All enemy units gain the effects of **Tarukajamon, Rakukajamon** and **Sukukajamon** (+2 STR, +2 MAG, +2 TEC, +2 AGI, Fortify Physical & Elements +8 for 3 rounds)
56-70	Deal **Almighty** damage to any number of targets equal to your Level, multiplied by 10 (no dodge check).
71-75	A shower of colorful sparks covers the arena.
76-90	All enemy units gain Weakness to Physical, Fire, Ice, Wind and Thunder until the start of your next turn.
91-95	Move all Shadows to the start of the initiative queue. This takes effect at the start of the next round.
99	Restore 100% HP and up to three spell uses (this can include Repressed spells) of each User.