

Nahobino

“So, the Nahobino makes themselves known again. Light or dark, you may chase whatever you please. I shall await you in the realm beyond earth and heavens.”

Long ago, gods and humans were as one, beings of peerless power who could shape the world as they saw fit. To this day, stories tell of “demons” who seek out their human counterparts, joining to retrieve a spark of the infinite potential they lost in their separation. Those who seek the lost truths of the Metaverse posit that these Nahobino, or *Unified Gods*, are indistinguishable from Persona Users, although of a class all their own.

- ❖ **Gouitsujin:** A Nahobino embodies the power of their Persona in a particularly intimate form: While in the Metaverse, a Nahobino changes their appearance to take on some features of their Personae. Additionally, a Nahobino can cast their spells without summoning their Persona and can dispel their appearance to summon their Personae freely, without needing the summoning methods of other Users. These effects are purely visual.
- ❖ **Calamity’s Edge:** Nahobino can mold the raw power of their Personae to materialize an energy blade that replaces their right hands. This blade is considered a Range 1 melee weapon that deals SKLd6 damage. The Type of this damage can be Physical or the Elemental Type (Fire, Ice, Thunder, Wind, Light or Dark) of any spell their Persona currently possesses. Starting from Level 5, a Nahobino can add their SKL value to damage calculation for attacks performed with Calamity’s Edge.
- ❖ **Divine Proficiency:** The true potential of the Unified Gods amplifies one’s innate magical potential. A Nahobino can carry up to 24 spells.
- ❖ **Apotheosis:** The latent transformative power of a Nahobino allows them to shape their own selves as needed. If the result of a Nahobino’s negotiation roll would result in a Persona/Card reward, they instead gain a “[Shadow]’s Essence”, a consumable that can only be used by Nahobino, and only while out of combat, taking the form of a crystal sphere colored after the Shadow’s appearance. Upon consuming an Essence, a Nahobino can choose between exchanging their Elemental Interactions with the Shadow’s, or purchasing new spells and adding them to their Spell Deck according to the Shadow’s Spell Points. A Nahobino can only gain and carry one Essence of each Shadow “species”.
 - **Example:** The Nahobino User Tao has Weakness against Dark and Resist Light, and the Light, Cure and Buff Types. Upon consuming a Pixie’s Essence (see below), she may choose to permanently change her Interactions to “Resist Thunder, Weak against Dark” or gain 2 Spell Points to purchase Thunder or Wind spells, despite her not having either Type.

Pixie’s Essence

Spell Points: 2

Resists: Thunder
Weak: Dark

Types:
Thunder, Wind

