

What happens when love for one's city, for the places within, for the people that once lived there stretches far beyond one's grasp...

What happens when that grasp continues to grow, but never truly covers what it wants?

There once was a man who watched. None knew his name, but all knew his voice.

He spoke endlessly. He spoke of days gone by, of the invasiveness of modernity, of the people and places he clung to, of the illusion of life and its passions...

He, too, disappeared, but his voice remained.

Echoing from somewhere just out of sight...

A faint heartbeat in the darkness, wandering outward...

## Attributed Name: Brahamthridayaspanda (Spanda for short)

**Real Name:** Lost to time

**Age:** Unknown, but likely no greater than one century

**Standing height:** Useless

**Appearance:** Spanda is a clean-shaven elderly individual in an orange robe. Their physical body has atrophied incessantly, but it is still somehow pleasing to the eye.

**Necessary History:** Spanda has lived through at least one world war, and bore witness to the changes of both culture and history around him. He simply sat to the side, accepting the tide of life's illusion...

Before those that he cared about met their ultimate end, never realizing their truths. Never ascending from the Atman, and perishing with the old world.

Slowly, the places they lived were eaten by the businessmen. Their places of worship, their places of life, of love...

He forsook the teachings, and stood to speak out against the world that had so sullied the things he chose to love.

He was met with shrill laughter, and naught else. He spoke for many days and many nights, but still found not a single soul willing to listen.

He retreated from society. He had to recenter, to retrace his teachings, to become whole once more...

He retreated to a temple within a vast network of caves, one he'd studied in so long ago, and meditated.

In the depths of silence, he found two truths: he had actualized his 'Atman', and no matter how long he waited, he never ascended.

Thus, the wandering heartbeat echoed among the cavern walls...

Stats:

**Strength: 0**

Spanda only has enough musculature left on his frame to maintain his current position. His body cannot move on its own, but it can be moved.

**Agility: 0**

Spanda cannot move any part of his body of his own internal volition, and thus must be moved by someone, or something, else.

**Endurance: 0**

Spanda is a desiccated corpse, any damage at all would completely incapacitate him.

**Wisdom of the Enlightened One: 3**

Despite not having invested the required 6 points to achieve Nirvana, Spanda nonetheless moves with a grace and certainty reminiscent of Buddha himself. Spanda's mind maintains perfect and constant clarity, allowing him to multitask without limit... His Stands, however, have achieved a slice of autonomy, making controlling them that much harder.

**Beneath The Wheel: 5**

The fists of Out of the Silent Planet are not those of a benevolent spirit, but of a violent and vengeful antigod. Spanda remains attached to the past and the physical world to such a level that he both has memorized the features of the India he so misses, giving him a genius level ability to understand architecture, particularly that of India 200 years ago.

Equipment: An orange robe

## 「Nihzabdagraha」: Vira/Navin/Graha

**Stand Type:** Integrated, Phenomenon, Punchghost

**Stand Ability:** 「The Harm of Coming Into Being: Nitapralaya」 - *All things are subject to constant decay. By simply being, one must face forward, knowing that they, too, are in this state of constant decay.*

Shortly after his muscles atrophied to the point where Spanda could no longer move on his own, Spanda created a method of **Soul Division**. By mentally ripping apart his

Atman-Made-Physical, he created from himself three unique spirits to trawl the world for him as mechanically-identical, humanoid Stand bodies with **D Physicals**.

As the initial three are meant to be the ‘hands’ of Spanda interacting with the world, they can either fit into other established groups or poke from the sidelines. They all share a common goal, in the cessation of change in certain sectors of the city that haven’t changed in a century.

As a whole the group represents *the inability to let go*, even after they’ve left.

Name	Appearance	Personality
Vira	Vira typically takes on the countenance of a younger lad, ready to take on the world! A bright smile, short hair, a gap tooth... and whatever street clothes are ‘hip’ at the moment. They stand tall and proud at one-hundred sixty-six centimeters.	Vira is bravery personified. They act often before they think, especially when someone they consider a ‘friend’ is involved. He is based on the man Spanda once was, the man who lived and loved.
Navin	Navin is somewhat pale, as if he’s in constant worry. The deep bags under his eyes punctuate this. His back is somewhat hunched, and he tends to wear heavier robes to hide himself in public.	Navin is paranoia personified. He keeps to himself, and simply watches the world around him, rarely interacting with it unless forced to. He is based off of the man who did not act, the person cast into darkness by Spanda’s apparent ‘failure’.
Graha	Graha is tall and proud. He stands head and shoulders above even Navin at two-hundred centimeters, who if he ever worked out his hunch could be one-hundred seventy-five centimeters tall. He wears the least amount of material necessary for his current task.	Graha is pride personified. He rarely, if ever, speaks and is simply focused on whatever task is put before him, either by whoever Spanda is forcing him to work for, or by Spanda himself. He only tends to smile when something goes his way, but he otherwise frowns, constantly.
Any two of Vira, Navin and Graha can combine into one of the possible, <b>four-armed</b> forms listed below: Viranavin, Navingraha, and Viragraha. Like their components, they are mechanically interchangeable with <b>C Physicals</b> . Because of this fusion, only one of them can be active at any given time, but they can split to return to their components.		
Viranavin	A tallish, bent-over four-armed man with bags under his eyes. When combined long enough to dress	Viranavin does not involve himself with others by choice. It is simply fit to watch the world pass by, and only

	himself, Viranavin wears street clothes with a deep preference for jackets and hoodies to obscure his extra arms and draw less attention to himself.	interact when necessary for its goals or existence. It is the essence of the man as he 'fell'.
Navingraha	A tall, disheveled man with bloodshot eyes, four arms, and a penchant for going shirtless.	Navingraha sticks to the shadows, if only out of necessity. It is proud of its body, but it cannot draw attention to itself. It is the form of the man at present, and it only comes into being when absolutely necessary.
Viragraha	A laughing man with four arms. Two remain crossed across his chest as two interact with the world. He tends to wear only whatever's necessary, with a slight leaning for street clothes.	He is loud, boisterous and overbearing. Those in the immediate vicinity know of his presence, and feel him shouting from a distance. He is the realization, the moment that the man stepped away from his teachings actualized. He will listen to goals, so long as they serve his ultimate goal.

## 「Nihzabdagraha」: Asura

**Stand Type:** Phenomenon, Punchghost

**Stand Appearance:** A big, blue, six-armed three-faced man. The center face is Vira, who is guided by Navin on his right, and Graha on his left. He is usually wearing a combination of whatever those three were wearing up to his point of reconstitution, but otherwise wears traditional ceremonial garb.


**Stand Ability:** 「Asura」 — All of Spanda's aspects can combine into an immensely powerful form known as The Asura.

「The End of Illusions and Dreams: Brahmatman」 — [something about cutting through delusion to see reality]

All forms of 「Nihzabdagraha」—from Vira, Navin, and Graha to The Asura—are capable of great terraforming, drastically shifting and reorienting the grounds and interior of the Mount Parapollah with its high Precision to change landscapes, create walls, or open up chasms. The volume of 「Brahmatman」's effect is dictated by the number of component bodies fused into the form using the ability: an individual body can manipulate terrain within 5x5x5m cube directly in front of it, the dual forms within 20x20x20, and The Asura within 50x50x50. For an illustration of full power, this is how Spanda has warped the mountain, redirecting travelers or worse, for decades.

However, this power has notable limits. First, it cannot cause direct harm. Terraforming may corral and trap victims, cause them to take fatal falls, remove supports from structures, but it may only be used for setup or environmental play.

Second, it is limited by how many arms are used to mold something. The two arms of the separated units can bring up two stalagmites, or form a single wall fairly quickly. For the full Asura, all six arms could make either one large change to the environment or six smaller changes. The tempo of terraforming is further limited by weight, correlating with the Stand's Power: especially large changes to the environment will force time commitment or multiple bodies to get it done more quickly.

「The Truth of Cessation of Duḥkha: Nirvana」 — 

## Stats:

### **Power: B**

The Asura has the ability to lift heavy stone columns, throw stalactites/stalagmites, and leave permanent scars in metals. Its six hands can warp practically anything it touches directly, through punching it.

### **Speed: B**

The Asura is faster than a human can be, and can move anywhere within its range at that speed. Its hands pass through all three gates in record speed to deliver painful rebuttals directly to awaiting ears.

### **Durability: B**

The Asura is built like a temple—solid, stable, and able to carry the weight of generations without issue. He can also take incredible abuse before falling over.

### **Ability Range: B**

While the smaller bodies have no range limit, The Asura must remain within fifty meters of Spanda.

### **Precision: B**

The Asura is more precise than a human could be.

**Stand Oddities:** When each body is destroyed, it returns to Spanda's person, and reconstitutes in roughly ten seconds. When another is destroyed, its time is added to the counter; for example, if there is one second left on the previous body's reconstitution, there are now eleven seconds left until both reconstitute as one being. If all three are destroyed separately, they reconstitute as The Asura. If The Asura is destroyed, Spanda will lose the match if he hasn't already.

**Fighting Style:** Just as Spanda sends his avatars into the world, so too does he send them into battle. Their ability to literally divide and conquer is complemented by the ability to change the

very mountain itself, reforming it to crush opponents or to trap them so they may be destroyed by the combined might of The Asura.