

Sophia: Nabata Prophet

Weapon(s):

Sophia's Grimoire - Sophia's tome of dark magic. The full power of darkness is kept inside of it. Some say that the darkness fully possessed Sophia and made her a different being. The personal spell it uses is Fenrir, which summons a ghost head of the wolf Fenrir, and then lunges itself at the target, poisoning them.

Komari - Acts as a staff that floats around her. Is a catalyst used to heal or do other sorts of things. She has it because she got promoted. It can turn itself into a melee weapon or teleport her. The personal magic it uses is Rauðrrout, which makes magical birds and ravens purge themselves into the target.

Arcana: Moon

Skills:

Eclipse - Is a dark magic spell that can be used at long range. Attempts to trap target in a dark sphere which then gets slashed repeatedly by dark weapons. Curse damage that can either reduce HP by half or leave it down to 1 point.

Nosferatu - Is a dark magic spell that can be used at short range. Puts a ritual circle under target and then shines a dark light above them which drains their soul energy. Low chance of inflicting despair, Heavy Curse Damage which drains HP and SP.

Luna - Is a dark magic spell that can be used at medium range. Summons 6 dark orbs that circle around Sophia or the target and then attempts to purge itself into them. Ignores endurance and adds the damage by 5% for every fireball that hits the foe. Severe Curse Damage.

Apocalypse - Is a dark magic spell that can be used at any range. Summons a mini black hole that draws in any nearby opponents, and whoever is in it takes damage, which also makes them become weak to Curse damage, if they resist, null, or absorb it. Colossal Curse Damage.

Kagenoshi - Is a dark magic spell that can be used at any range. Summons the illusions of tainted souls that wail in pain, all of which try to possess the target. Low chance of inflicting fear, guaranteed Poison. Heavy Curse Damage.

Latona - Is a holy spell conducted by a staff. It restores 50% on all teammates as well as getting rid of any non-special status conditions.

Matrona - Is a holy spell conducted by a staff. Revives one teammate and/or heals them up with full HP, as well as buffing them with Heat Riser.

Itami - Is a "holy" spell conducted by a staff. Makes a single enemy in range attack their own teammates as the enemy affected lose 10% health per turn and are inflicted with Rage. When the spell wears off after 3 turns, they get inflicted with Debilitate.

Zophiel's Rampage - Finisher. No explanation needed.

#### Passives:

Lif hunt Weapon: Uses her staff to make a weapon of darkness, though the only weapon that lasts the longest and is best for close quarters is the scythe. These weapons acts as a weaker and faster alternative to Nosferatu.

Anima Magic: If Sophia gets hit by a Fire, Thunder, Ice, or Wind attack, she takes 0.5 less damage and can use the exact same spell used at her once.

Dark Souls Magic: Is unlocked when she casts a successful Nosferatu. Spells under this category are the Affinity, Farron Hail, Soul Stream, Soul Spear, Dorhy's Gnawing, and Great Soul Dregs.

Healtouch: When Sophia is healed, the ally healing gets half the same amount of HP healed back. When she heals, the ally gets a heal over time boost by 5%.

Still Shade: When at far-range, Sophia is unable to be seen until she attacks. When being attacked at close-range, foe immediately starts off with Sukunda.

Summoner: Sophia can summon an undead soldier and/or an animal spirit. The soldiers are very weak, but can be used for diversions. The spirits have very weak durability, but can be a problem if you don't deal with them quickly.

Imbuing Renewal: Once every turn, Sophia regenerates 5% of both her HP and SP. Increases by 1% every time she uses a successful Nosferatu, and hits something with her Lif hunt weapon.

Within Awakening: She has a dark magical barrier that uses her SP instead of her HP whenever it's hit, and deflects both physical and gun attacks.

Weak: Physical, Gun, Bless

Null: Nuke, Almighty

Absorb: Curse, Psy

HP: 385

SP: 1155

Strength: A

Magic: S

Endurance: B

Agility: C

Luck: D

#### Social Stats:

Knowledge: Encyclopedic

Guts: Staunch

Proficiency: Skilled

Kindness: Angelic

Charm: Head-Turning