

**This will be a mix of both headcannon and cannon! If you don't like
it then I dunno what to tell you chief**

Niko is the main protagonist of OneShot

Appearance

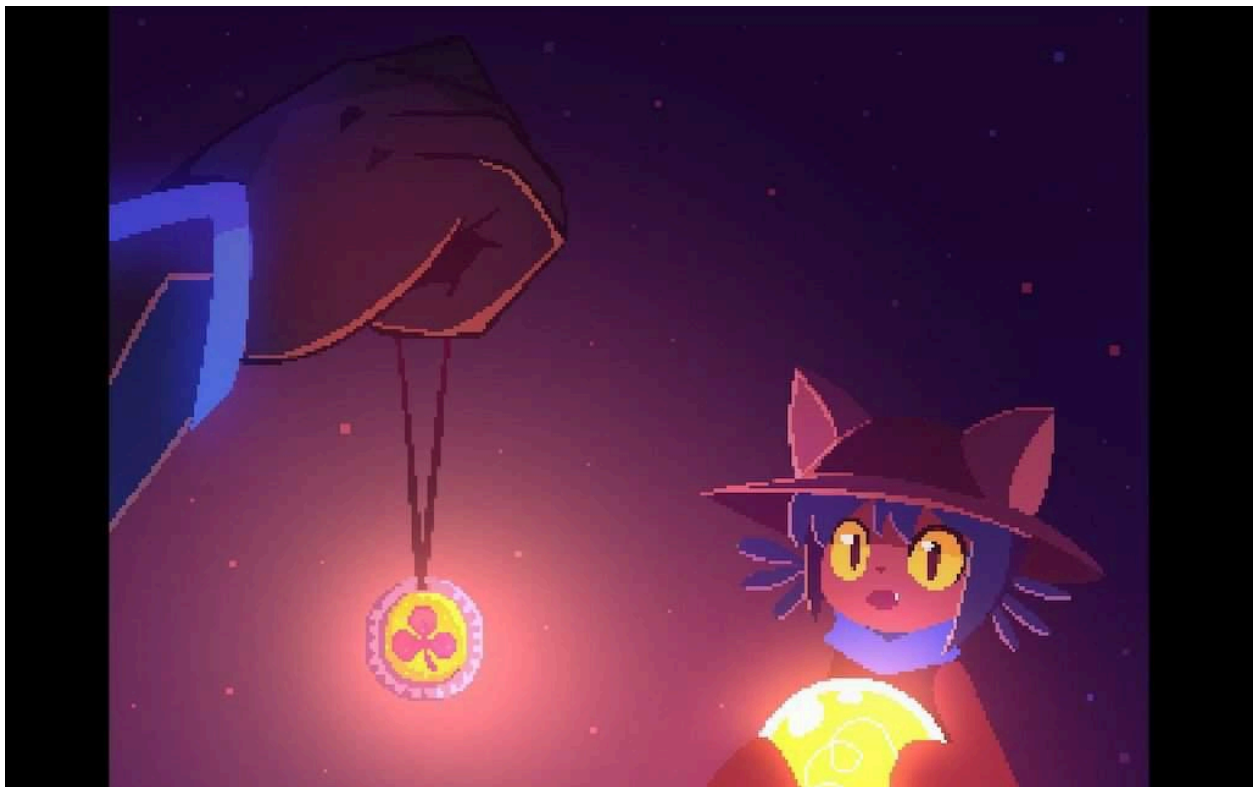
They are a child with blue hair (That turns yellow towards the edges) that goes down to their chin with three whisker-like shapes jutting out from the sides of their hair(that is ultra fluffy their hair in general for this HC is super floof) with yellow cat-like eyes along with tanned skin along with yellow cat-like eyes. They wear their brown top like in canon but it's oversized and off-shoulders that's a little big for them, as their sleeves cover their hands completely whenever they are holding anything or just in general. The sleeves fade into a yellow starting at the elbows downward. At the ends of the sleeves close to where the hands would be, there is a little lightbulb symbol on both sleeves. The blue scarf they wear turns yellow halfway towards the edges, having little lightning designs here and there, with a brown hat that has cat-like ears, mostly to fit their ears somewhere when wearing a hat as well, they are wearing socks that are over the knee socks (taller than knee socks, shorter than thigh highs) with yellow lightning designs here and there like the scarf, as well as turning yellow halfway down the sock downwards from their normal legging color, they are wearing shorts under the overcoat they're just covered that are the same color as their old leggings. They also wear light up boots that light up a yellow color

They also wear bluish purple nail polish with this outfit (the nail polish they wear tends to be REALLY shiny/glossy), bracelets under the sleeves (Specifically slap bracelets), a

choker with a lightbulb looking thing on the front, and finally some bandaids on their arms from a few falls they have sometimes.

While in game Niko isn't shown to have a tail, due to them being a sort of..cat-like species(a neko as people would call it generally) they do have a tail in this version, it is just covered by their oversized top, or they choose to hide it most of the time.

They are also around eight years old and 4'0". (Though I am thinking of making them a little shorter so this may change!) They have the amber from the previous world, it is still a necklace and they wear it around all the time, well nearly only taking it off to sleep, but it works as a small source of light in the dark.



Personality

Both my interpretation and the canon personality of Niko goes as follows. Niko generally is very kind and caring, usually always wanting to help people out as best as they can.

This can lead them to be easily tricked in a way if someone looks as if they really need help with retrieving something or just in general. When it comes to choices they usually can't decide and usually require some outside force to influence their choice in a way to where they think it's the correct choice. Though if it comes down to it, they will try and make up their mind if it's a pretty cut and dry solution, rather than a confusing choice. (IE - They were completely unsure on what to do due to having the mindset of the sun will fix everything vs people telling them it won't. They got conflicted and needed help with picking there. VS If they want two of their favorite foods then they'll just pick whatever they feel like at the time.)

They also become very good at solving puzzles usually, having a lot of puzzles in their adventures. They tend to be very curious, this tends to lead to them touching something they shouldn't have. Once focused on a single task, they tend to see that task through one way or another, just hope there aren't many choices along that path else it might dramatically slow them down. They also tend to require a lot of guidance at times, usually just needing a few tiny bumps in the right direction.

Despite their ability to hold onto the sun they're normally very clumsy(The Tomato Incident) and usually this can get them into trouble or just in funny situations. As well as naturally they aren't really too keen on violence, generally wanting a more peaceful ending to confrontations.

Abilities

In terms of abilities they don't really have too much. Other than great puzzle solving skills, they are able to somewhat see in the dark, able to make out shapes and objects but colors in general being dulled out. They can also hear pretty well thanks to the cat-like ears they have.

They do have powers from their contact with yellow phosphor, though they don't really know they have them.

History

Before their OneShot

Their history is much more of a light hearted one, they live in a small village with large amounts of wheat fields surrounding their home that they tend to help farm with the adults. They lived with their mother at home who was well only a single mom. Well they were too young to really remember their father. Their father seemingly disappeared one day, their mom doesn't talk about why he left or where he went.

During Oneshot

You can honestly look up the story if you want but this will be spoilers for the Solstice ending for Oneshot and Oneshot in general, if you don't wanna know scroll past this until you see the next header. Some details are taken out as to save time and also I'm sorta lazy so

At first Niko didn't really know how to feel about the Messiah thing, they at first were going to ask "why me?" but they decided to keep it under wraps and just focus on getting the sun back to the tower. With the help of the Player or well the "God" of their world finding puzzle pieces not available in the world they were trapped in they met many new people and made friends with a lot of the people in this new world. Though it was apparent that the world had already started decaying before they got there. In the end they and the player ultimately decided to go against what the World Machine was trying to convince them both to do(which was break the sun to end the world completely.) Though Niko's want for getting home could no longer be granted.

It would have ended there having Niko be trapped in the world but the player did some tampering and removed the "Oneshot" restriction that only allowed Niko and the player to play through it only once.

They awoke again able to remember the Player's name for some reason, this confused them but they continued to go on their adventure as if they were going through it normally. Eventually the path deviated where they went into an area where the world machine couldn't see anything. This is where they learned a disturbing fact that the world they were in was just in some computer. They reasonably freaked out thinking they weren't real but they were quickly told they were one of the only real people within the world.

After learning some facts the world machine became distraught after feeling how upset Niko was which caused the world to decay faster. Hurrying through the world Niko both learned why and how the world machine was causing problems, some intentional many..not so much. They continued on their quest of reaching the tower but they eventually reached the world machine where they "tamed" the machine to allow it to start acting on its own and fixing what it had caused.

Niko talked to the friends they made along the way and ended up at the top of the tower where they would place the sun to restore the world. Once they did, they appeared in the room they woke up in, seeing a hall with a bright light at the end of it, hearing their mother, they ultimately left the world, leaving both the player and everyone else behind to continue living on their own.

After OneShot

After their adventure at most Niko had been missing for a few hours longer than they were supposed to be out wandering, but they woke up in the wheat fields outside their

village. Their adventure left a lasting impression still remembering the world they visited and the people they talked to..though their story got passed off as a dream as Niko did have to explain where they were for taking so long not coming home. Though they themselves knew it was real and it happened no matter what other people said, since well they were there and a few objects ended up coming with them from the world. They didn't bring it up around others after they passed it off as just their imagination or just a dream. They also somewhat vaguely remembered some parts of the other loops the player did other than the previous one, though they chalked it up to them trying to exhaust all options to get the best ending before ultimately going for the Solstice ending. A lot of what happened in the Solstice ending was...a bit traumatic for them, needing a little bit to process almost dying, and..technically watching people DIE in front of them and all. Despite all that, they actually maybe wanted to go back one day, mostly just to say hi to everyone..but only if they were..ready again, after maybe processing everything. Though they knew that might be not really possible, so the next best thing was just to remember them, as much as they maybe wanted to see everyone again. For now they are living life with their Mama again, helping out in her bakery/cafe thing.

Random Thingies

Niko is indeed Non-Binary, and goes by they/them pronouns. While the in-game art has none to speak of, my headcanon of Niko will have freckles on their face and shoulders. They have accepted the possibilities that there are other worlds around..though if they're in a computer or not they don't know, unless told otherwise by a character in that world that is aware that they are merely just a character in that world.


While the in game model does not have a tail(like mentioned before), this Niko does. While it's a little bit of a stretch from canon their race is called "a cat person" in their normal wiki. So uh I couldn't resist. They usually HIDE it underneath their top by wrapping it around their waist underneath it like a dragon ball saiyan. They also have glowing tail bracelets, it has yellow phosphor in them so they glow CONSTANTLY. Niko's outfit preference usually they wear anything that'll feel comfy on them and in general make them feel nice. They tend to lean a TAD bit more feminine but ultimately they try to present a bit of both.

They actually DID gain powers from their time in the other world, they don't really KNOW they have powers but I'll explain that in another doc below. When using their powers certain parts of them glow, their eyes glow brighter, their hands glow, the edges of their hair and tail glow a yellow, tears glow as well, and the whisker-like shapes in their hair fully glow yellow, and finally their freckles glow even brighter than normal.

Niko's Race and Phosphor

Naturally their freckles are a yellow color normally thanks to the phosphor (They glow in the dark)), and bits of their hair as well as a quarter to the edges of their hair (ears and tail included) also turn yellow.

Their voice headcanon is the voice from the

 *Hazelnut | Oneshot 10th Anniversary Fan Animation*

OR the Cinematic Dub of OneShot is still a solid one too, idm either for this HC of Niko Pancakes? Yes. The answer will always be yes.

Niko's mother actually runs a bakery that doubles as a sort of cafe.

At the time of OneShot's release they would be 13 years old (in 2021 when I wrote this) but my headcanon always starts them a few days or weeks after the events of OneShot

so they are around 8 years old for the intent of roleplays.

They have a fear of ladders, which was initially a fear of heights comes to mind for one of their fears. Probably during the Refuge looking down they were..INTERNALLY freaking out but taken the catwalk had railings and things that were keeping them safe they were able to stomach them. Now when they flew in the plane it was a mix of fear and amazement they had in terms of flying in the plane. Which is why they had to take a moment, but otherwise they found the experience to be pretty cool.

They have an owl plushie that they call Mr. Banana Bread.

They get anxious in long hallways now with one exit, it reminds them of when they were boxed in with the cubes at times, sometimes causing them to rush through the hallway due to being worried something may happen.

Oddly, despite what happened to them, they DO want to one day go back..when they're ready of course. See everyone again, see how they're doing. Not like they can talk about what happened to their villagers, they keep playing it off as a dream or a part of their imagination rather than something that ACTUALLY happened.

Sometimes they do miss how warm the sun felt in their hands, and at times they get a little warm pillow that's somewhat circular like the sun to feel sort of the same warmth.

Niko sleeps curled up, and at times purrs in their sleep at times.

They do have a novelty t-shirt, a feather, and a die from the world somewhere in their room. They also have the journal from the world, it's blank..so they may start writing in it themselves.

I kinda headcanon them to have skin rather than fur! And below is my HC'd skin tone of them!



☰ *Niko Alternate Outfits (Can be used in other rps if chosen to!) Niko's alternate outfits they wear!*

This Niko has gone through six runs! ☰ Niko's OneShot Runs headcanon! , enough to record George's sides. (I personally only went through two, but saw that in the "From Niko" screenshot they had drawn all of George's facing forwards so I specifically think they went through at LEAST six loops.)

☰ *Niko's World Headcanons*

Journals Niko Write in Across Roleplays I'm doin:

☰ *Niko's Journal - DoK*