

Aanir

"I love my wife, that's all I got to say, really."

-- Aanir Rahvnatt

A human turned multiversal protector due to an incident, he now explores countless universes; checking on them and keeping them safe behind the scenes. Despite his knowledge and abilities on every combat aspect, he's primarily a support magic user; using buffs and debuffs on people in battles. He decides to turn full-human in Crossroads, possibly so he can show off his looks. Despite that, he's quite respectful, talkative, and incredibly friendly. A bit unpredictable in a comedic way, though.

Table of Contents

- [1. Backstory](#)
- [2. Personality](#)
- [3. Abilities](#)
- [4. Strengths](#)
- [5. Weaknesses](#)
- [6. Gallery](#)
- [7. Author's Notes](#)

Backstory

Aanir originally was a normal human before his universe came at risk and collapsed into inexistence, suffering major damages. He was one of the few who managed to live after being dragged through a portal to another world, although at the cost of his human body, having it replaced with cybernetics, it was then that, alongside other survivors from other worlds, he was tasked with finding the threat to the universes and neutralizing it, being one of the few from his allies who didn't die in the end. He still holds some pain from being unable to save his friends, but he understands that it was Fate's choice to have it that way, and that it's Fate's choice that he be the one to outlive the rest so he can continue doing his job.

Years later, when that story ended, he rose to omnipotency, working behind the scenes with Fate, the entity that creates the universe, to get the ball rolling, to guarantee that a story is lived and that the world is alive, whether it was to corral a monster to meet a young hero or to neutralize a trap that was specially wicked, a world without a story is eventually forgotten, and a forgotten world rots away into nothing.

Aanir Rahvnatt



Aliases/Nickname(s)

- Aanir
- "Zravnur"
- "Namir"
- "The Savior of All"
- "He Who Supports The World"
- etc.

Profile Data

Race

Human Cyborg

Abilities

[Omnipotence?]

His Omnipotence is, by all means and purposes, actual omnipotence, but at the same time, *not* omnipotence, Aanir derives his powers from 'God's blessings'; by amassing countless blessings from countless universes, he achieved powers that could only be called omnipotence. However, the *crystal* on his chest seems to be interfering with those *gifted* powers at the moment, leaving him with his abilities limited and hindered in terms of power and damage, as if his own power-limiting vows aren't already enough. Where once he could conjure a massive, world-ending beam, he can now only conjure one that destroys walls. Here are some of his more notable abilities that are now limited:

- **Support Magic:** Usually he'd set the strength of his buffs and debuffs to be around 3x or even 5x, but with the crystal, he's now only able to do 1.5x or 2x. Not only that, he can now only stack his buffs or debuffs up to 3 spells.
- **Shapeshifting/Transformation:** He now can't transform to people he has met before (not like he'd enjoy doing that) nor can he transform for winning purposes (i.e transforming to a god of some sorts), and is now limited to animals or objects.
- **Conjuring/Manifestation:** He can only now summon bladed/blunt weapons. And while he doesn't like doing it frequently, he can summon ghosts and/or incorporeal beings, they can't fight though, just mostly for visuals and to annoy people.

While this is a fairly small list, do note that Aanir is an extremely flexible character, *where you can absolutely make up any powers, abilities, or techniques you want for him as long as it's not out of his general personality and powerset*. He can also still do some sillier stuff talking to animals unhindered.

[Mastery Fire Magic]

A significant part of his repertoire of commonly used skills in a fight, Aanir fights fire with fire, often using it to supplement his physical abilities when push comes to shove. Common uses of Fire Magic can include, but are not limited to:

- Fireballs,
- Flamethrower attacks,
- Fire Weapons (Example: Knuckledusters, Naginatas, Zweihanders, he tends to prefer weapons that hit hard or hit fast, being able to switch them around to deal catastrophic damage to unprepared targets),

- Flame Mines (Small balls of fire that explode indiscriminately when someone that isn't Aanir approaches them, they can explode when Aanir is in range of them if someone approaches so he can't camp a area),
- Homing Fire Missiles,
- Explosions,
- "Rocket Jump" (Explosion at the floor to propel him further away with the blast),
- Fire Resistance
- etc. *Whatever* you can think of, he can do with a snap of his fingers.

His skills in magic isn't a gifted power, it's something he has learned and honed from scratch -- even before the incident and gifted godhood. The *crystal* -- *oddly enough* -- doesn't affect this ability, in which he can still use freely. However, his other abilities that boost his fire magic are greatly limited. He can also utilize other kinds of fire, i.e Soul Fire, Hell Fire, etc. but they're not at the same power level as normal fire that he uses.

(If you want to know how he initiates fire spells, looking at how Roy Mustang from Fullmetal Alchemist casts would give you a good reference. (Finger snap, finger snap, finger snap.)

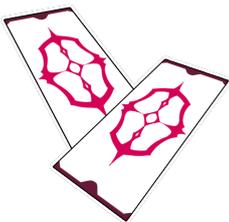
[Support Magic]

Your generic set of statistical buffs in an RPG, *ATK UP! DEF UP! SPD UP!*

Anything you can think of for buffs, he can cast, this also includes all debuffs and status effects. Beware of getting frozen, burned, poisoned, or falling asleep, you might just get swept under your feet if you're not careful near his magic. Although Aanir can stack it all, with [Vows, Promises], he'll usually not do that. *It's not such a fair fight if your opponent is carrying the weight of a thousand debuffs at once, after all.*

Well, that's what he'd do if it weren't for the crystal limiting not only how much he stacks, but also the potency and duration of them. So at least, it got that covered.

Normally, his support magic is invisible and hard to dodge, but in the spirit of a fair competitive setting he imbued his magic in Kamifudas (Paper Ofudas), which he can summon, that binds to his target's soul, slowly burning away with the effects of the spell, one can simply wait until they naturally wither away, tear them in halves and scraps so the effect is even more quickly dispelled or simply remove them with magic.



[Bookmarks]

A term for the skills, spells, and abilities he has gathered throughout his years of interdimensional and multiversal exploration.

All of this is conjoined in one book he can easily summon at will. With Omnipotence, he could cast any spells immediately, but even without, he can still cast other spells, as long as he checks the bookmarks on his book to remember how to do it properly. However, he doesn't know how many abilities in said book are affected by the crystal.



Strengths

[Omniscience]

A tool derived from his omnipotence, he used this to quickly grasp the new worlds he visited, but knowing everything that ever existed would be quickly overwhelming, so he only used it partially, just like how his omnipotence isn't true omnipotence but could qualify as such. His omniscience is the same; he can decide certain topics and subjects to learn a lot about quickly. Of course, as his omnipotence is currently sealed, so is his omniscience, but what he already knows can't be sealed away. Beware of petty tricks and magic traps. He might recognize you and your weaknesses, but I guess that means he's just that much of a fan of you to remember silly stuff like that, right? Of course, most of his knowledge is about other cultures and languages, as it's crucial for when he has act in a world, he's always been a quick learner and enjoys talking to people to learn about places.

[Master of Magic]

Aanir's always been drawn to magic, luckily for him, he was born with a high affinity for magic. With tons of mana in his body, magic is like a second nature for him.

[Ultimate Husband]

His love and bond with Raku are everlasting and, overall, really deep. Causing him to greatly understand Raku's thoughts and way of acting under the pressure of combat, multiplying the effects of their teamwork hundredfold. Aanir can understand Raku with the most minute movements from her and act accordingly. With Rakurai being the main fighter, dishing out attacks, and Aanir being the support, supplying her with buffs and spells, them working together can be devastating.

[Hidden Hands]

His body isn't all for show, well, it mostly is for show, but he still packs a punch, being skilled in a couple martial arts even if he's a mage. Having learned boxing, kickboxing and capoeira from his old friends, approaching him carelessly can cause an easy knockout, for him, of course. He also has to learn these styles in order to accommodate certain spells and attacks. However, he doesn't like to outwardly express this skill of his, and if anything, this is mostly a last resort type of thing, if magic doesn't work well.

Weaknesses

[Crystal]

The very crystal lodged in his chest, and it looks something similar to one in his early adventures. It nerfs his combat capabilities for a fair amount, crippling his support buffs and debuffs so they can't be endlessly stacked, only allowing fairly small potency of attacks and spells, restricting him of using anything that's above or even slightly lower than the God Eater's level, and so on so forth.

The properties of this crystal is quite a mysterious one, not even he knows its rules and behavior. Would it scramble his organs if he goes beyond the limits? Would it grow and spread more as time goes on, rendering him weaker and weaker? Where did the crystal come from, a revenge from an old enemy or is it by the God Eater herself? Does the God Eater acknowledge this?

For all we — or rather, only he — know, it's a big threat to both him and Rakurai.

[Always On Support]

Aanir would excel in the frontlines of combat, but alas he's too focused on sitting back and being a support, it's how he learned to fight and how he prefers to conduct himself on conflicts, unless he's forced to advance, he'll sit back with supporting skills and ranged attacks to ease the pressure on his allies.

[All Talk]

An old habit of his, he throws out taunts like a torrent of water. It's hard to find a moment in combat where he's not slipping in rather shallow taunts as the battle goes on. This habit of his could lead to a form of underestimation of his opponents, which might lead to unwanted results. He at least tries to moderate how frequently he does this, though.

[Vows, Promises]

Aanir is someone who holds what he values high in his mind. And despite being some sort of "demi-god," his biggest ideal is "making everything fair," and with this, he has already mentally and emotionally closed off and limited his abilities and powers to be on par with the world he's currently in, and the opponent he's up against. If he can afford to power down to give his opponent a chance in a 1v1, he will do so, if the opponent powers up, he'll power himself up to an equal degree.

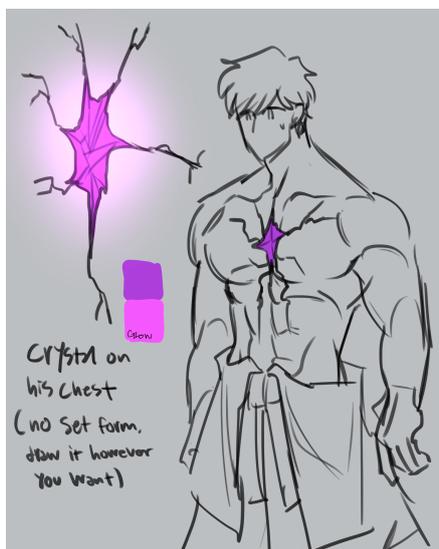
Trivia

- When you see the word "Fate", it refers to the author, Aanir not only knows he's a character, he understands his potential and takes care to not misuse it. Having a connection with the author he does what they need for the sake of the story, he doesn't have any confirmation that readers exist, but he guesses so based on some clues he picked up with time and plays into it sometimes, any 4th wall breaks from him are mostly physical and comical, like screaming for a spiky speech bubble he can swing around.
- He really likes Uncle Ben's "With great power comes great responsibility." quote.
- Aanir's usual voice claim is Aleks Le, preferably someone like Luke from Street Fighter 6, Sung Jin-woo would be too edgy for him.
- Occasionally, you can see him talk to animals like they're his best buds.
- He loves being an audiobook for Rakurai whenever they're going to sleep.
- Aanir's usual voice claim is Aleks Le, preferably someone like Luke from Street Fighter 6, Sung Jin-woo would be too edgy for him (despite both looking alike).
- He'd find any chances to rip his turtleneck off in battle, for the sake of fanservice

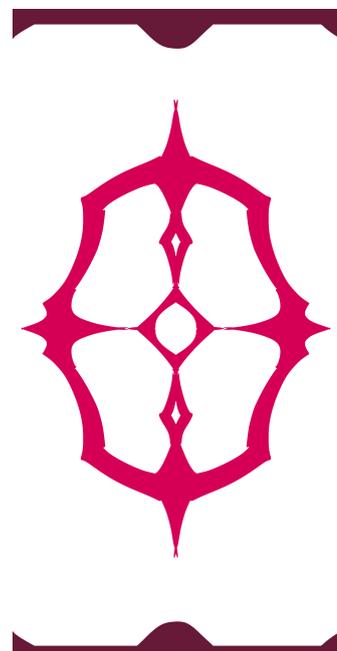
Gallery



Turn-around reference



The crystal on his chest



Ofuda pattern

Author's Notes

Most of the base lore were written by [SpecsWitched](#), while the design and current story were written by [RacchusHalcyon](#) (yours truly).

He's intentionally drawn to look like Manwha protagonists, it's one of his main gags.

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