

# *There's Something About This Metaverse*

## *Supplementary Content for Grimoire of the Heart*

Based on Content from





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If you wish to avoid spoilers for yourself or your table, make sure to avoid that content.



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especially to those who contributed to polls and humored my questions.*

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Hope you enjoy it <3 ~ AnVee



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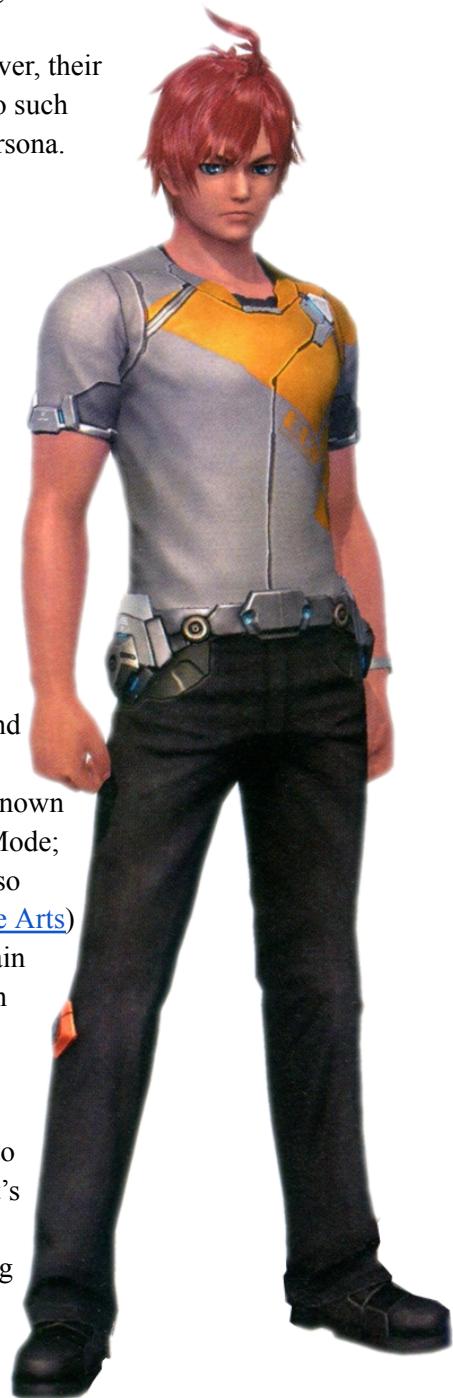
## User Class — Mimeosome

*"Together, we resolved to forge a new may of life... we were adrift, heading into the unknown. Our native home was gone, swallowed in a shroud of light, and our future was uncertain; we had no idea what fate lay in store for us... only that we had to keep living in order to see it."*

Mimeosomes were originally created to host human minds and be piloted from a distance. However, long after their original bodies have been destroyed, these machines still persist, fully endowed with human souls. Of course, you'd never be able to tell that unless one was severely injured: they were made to look and move exactly like their original human bodies. Repairs and growth are even carried out internally by a bio-mechanical fluid that requires food and water to function.

Unlike other Users, Mimeosomes do not possess a Persona at all; however, their bodies were made to take a beating and the incorporation of the human soul into such precisely designed machines allow them to execute spells without needing a Persona.

- ❖ **The Key We've Lost:** Mimeosomes do not have a Persona and cannot acquire one by any means (even an Ultimate Persona). Instead, they have a Mimeosome Spell Deck, innate Type Interactions, and Combat Skill Bonuses (but they do not have a Natural Skill). When creating a Mimeosome, first follow the steps of User creation, then proceed with Persona creation as if the Mimeosome itself were the Persona. A Mimeosome may pick up to 4 Types during creation; if you choose to forgo one of these types, gain 2 Spell Points instead of leveling up. Additionally, a mimeosome Spell Deck can contain up to 24 spells and Mimeosomes are able to use Spell Cards.
- ❖ **Strength Comes from Experience:** At the end of combat, each participating Mimeosome gains 1 Spell Point; if a Tyrant is defeated, the Mimeosomes gain 5 spell Points instead. When leveling up, Mimeosomes receive the benefits of both a User and a Persona.
- ❖ **Wir Fliegen:** During combat, a Mimeosome can enter a state known as Overdrive. This is not as powerful as a Suppressor's Orgia Mode; however, it is less stressful and does not push the Mimeosome so much as to cripple them. Overdrive costs 15 Tension (see [Battle Arts](#)) to activate and lasts for 3 rounds. Mimeosomes in Overdrive gain +1 STR, +1 MAG, +1 TEC, and +1 AGI. Overdrive stacks with other Buff effects.
- ❖ **Builders of a Legacy:** Mimeosomes are capable of generating harmless shocks from their bodies to revitalize others. When adjacent to another User, Mimeosomes may spend 15 Tension to revive that User. This revival restores a percentage of the target's Maximum HP equal to the Users' Social Rank.
  - This applies after the Social rank increase from reviving the User. As such, this restoration will never be less than 4% of the target's maximum HP.





## Status Effects

This supplement introduces a new category of affliction: **Kinetic**, affecting the immediate movement of the target. *Null Kinetic* or *Null Status* makes a creature immune to this new category.

### Mental Effects

- ❖ **Asleep** puts the target to sleep on the spot. Targets automatically recover from all non-ingrained Mental status effects upon falling asleep, but cannot take actions, move, or dodge attacks until the effect ends. Targets afflicted by Asleep have the normal mental effect recovery chance of 33% at the end of their turn, and will recover immediately if hit by an attack.

### Nervous Effects

- ❖ **Staggered** prevents the target from using a Burst action or an Interrupt Action, and renders the target susceptible to Bind. Additionally, Staggered targets automatically fail Status rolls against Kinetic effects, forgoing both the luck roll and the percent roll. Targets recover from Staggered either at the end of their turn or when they are affected by a Kinetic effect.
- ❖ **Blackout** causes targets to have their vision temporarily impaired. Targets suffering from Blackout have -1 HDC, -1 DDC, and -1 MAG. Targets afflicted by Blackout have a 33% recovery chance at the end of their turn.

### Kinetic Effects

- ❖ **Knocked Down** has been reclassified from a Miscellaneous effect to a Kinetic effect. Otherwise, it remains identical to its implementation in the core Grimoire book.
- ❖ **Knocked Back X** sends the target skidding backwards X meters, forcibly moving the target and possibly knocking the target off of solid ground. During this movement, the target cannot perform Interrupt actions. Targets recover from Knocked Back immediately after the movement has finished.
- ❖ **Bound** locks a large target in a small area, preventing the target from taking actions, moving, or dodging attacks, but making them immune to Staggered and Kinetic Effects. Bound targets' Spell interactions are treated as one step less while they remain bound. Targets have a 33% chance to recover at the start of every turn. Whether a target is considered large enough to be bound is up to the Narrator (but the target should typically be at least twice as large as a human).

### Miscellaneous Effects

- ❖ **Blazing** targets take residual Fire damage over the course of 3 turns. An afflicted target takes Fire damage at the start of each of their turns equal to half of the Fire damage that the effect that triggered Blazing dealt. Targets must spend their full turn putting out the fire, and it will not dissipate naturally.
- ❖ **Virus** renders the target unable to make Gun or Elemental attacks or cast Arts belonging to those categories. Targets have a 50% recovery chance at the start of every turn.



## Battle Arts

*For the purposes of this Supplement, consider all mentions of Battle Arts or Arts to be equivalent to Spells in the core Grimoire book.*

## Categories

- ❖ **Front/Side/Back** — An Art with a Front/Side/Back category is considered a Positional Art. Positional Arts grant additional effects when activated from the indicated position. These effects are indicated in the Art's Effect by a Positional tag.
  - A Unit's front is considered to be facing either the direction they most recently moved (this does not include forced movement) or the direction in which they most recently attacked (whichever is more recent).
- ❖ **Tension** — Tension Arts require the Caster to spend Tension counters to activate. Additionally, they do not increase Tension when hitting an enemy. Tension is primarily used for Auras, but other Arts may cost Tension as well.
  - Tension is measured in counters (Max 30). These counters persist while in the metaverse, but are entirely removed upon exiting it. Additionally, entering Death's Door automatically removes all Tension counters from the User. By default, you gain 1 Tension when you successfully hit a target. Attacks that hit multiple targets at once grant 1 Tension for each target hit. Finally, some Arts, Feats, and Gear allow you to gain Tension in other ways. Tension may only be spent to activate effects that specify it as a cost and may not be used to activate generic effects.
- ❖ **Intensifier** — Intensifier Arts are weak but multi-hitting spells that end early if the target enters Death's Door. When you activate a Tensifier spell, roll the number of hits specified before applying damage. If the damage from any hit causes the target to enter Death's Door, they cease to be a target of the spell immediately.
  - If you wish to expedite the process of rolling multiple hits, consider the following optional rule: The target only rolls to dodge once, at the start of the attack. All of the caster's hit rolls are then compared against that dodge roll.
- ❖ **Follow-Up** — Follow-Up Arts gain additional effects when performed after a certain type of effect. For Instance, effects with Follow-Up Physical will gain additional effects if you have previously used Physical effect (although the previous attack does not need to have dealt damage). Follow-Up effects only trigger based off of the most recent attack made or Art Cast.
  - Intensifier Arts do not consider their own individual hits of their effects when checking for Follow-Up. They only refer to the most recent attack or effect cast.



## Physical

### Tier I

Name	Categories	Reach	Effect	Description
Slit Edge	Line, Side, Physical (A)	All targets between you and a space within 3 meters.	Hit: STRd4 Physical damage and Side: +TEC Physical damage. Move to the chosen space at the end of your action.	A precise glancing slice while dashing forward.
Assault Hammer	Mono, Knockdown, Physical (A)	1 adjacent target	Hit: STR6+5 Physical damage and Knocked Down chance: 5+5STR%	A harsh battering with the butt end of a weapon.

### Tier II

Name	Categories	Reach	Effect	Description
Rising Blade	Mono, Intensifier, Physical (A)	1 target within 3 meters	<b>Intensifier 3</b> Hit: (STRd8+2)/3 Physical damage. <b>Extra:</b> If target is Enraged: STRd4 extra Physical damage	-
Tornado Blade	Total, Intensifier, Knockback Physical (A)	Any number of targets within 3 meters	<b>Intensifier 4</b> Hit: (STRd6+3)/4 Physical damage and Knocked Back 1 chance: 100%. <b>Extra:</b> If you have an Aura, gain 1 Tension for each target hit.	-
Back Slash	Mono, Back, Physical (A)	1 target within 5 meters	Hit: STRd6-4 (minimum 1) Physical damage and Back: Critical chance: 100%.	-
Stream Edge	Mono, Intensifier, Tension, Physical (A)	1 target within 5 meters	Spend 6 Tension to cast. <b>Intensifier 6</b> Hit: STR Physical damage. <b>Extra:</b> Follow-Up Elemental: TEC extra Physical damage.	-
Magnum Edge	Line, Debuff, Raku, Physical (A)	All targets between you and a space within 4 meters	Hit: STRd4 Physical damage and Fortify Physical -4 for 3 turns.	-

### Tier III

Name	Categories	Reach	Effect	Description
Wild Smash	Mono, Intensifier, Physical (A)  Time: Default	1 target within 2 meters  Duration: Instant	<b>Intensifier 3</b> Hit: $(\text{STRd}10+2)/3$ Physical damage. <b>Extra:</b> 2TEC extra Physical damage if the target is <b>Knocked Down</b>	-
Wild Down	Mono, Tension, Physical (A)  Time: Default	1 adjacent target  Duration: Instant	Spend 9 Tension. Hit: <b>STRd12</b> Physical damage and <b>Knocked Down</b> chance: 100%.	-
Side Slash	Mono, Intensifier, Side, Debuff, Taru, Physical (A)  Time: Default	1 target within 3 meters  Duration: Instant	<b>Intensifier 2</b> Hit: $(\text{STRd}8+1)/2$ Physical damage and Side: +TEC Physical damage. <b>Extra:</b> If the target was hit at least once, apply the effects of <b>Tarundamon</b> to the target.	-
Spiral Horn	Mono, Debuff, Raku, Physical (A)  Time: Default	1 target within 6 meters  Duration: Instant	Hit: <b>STRd6</b> Physical damage and <b>Fortify Physical -12</b> for 3 turns. <b>Extra:</b> Follow-Up Physical: <b>TECd4</b> extra Physical damage.	-
Assault Breaker	Mono, Back, Physical (A)  Time: Default	1 target within 2 meters  Duration: Instant	Hit: <b>STRd12+5</b> Physical damage and Back: <b>Stunned</b> chance: 100%	-

### Tier VI

Name	Categories	Reach	Effect	Description
Hundred Shells	Line, Intensifier, Tension, Back, Physical (A)  Time: Default	All targets between you and a space within 3 meters  Duration: Instant	Spend 18 Tension and 2 Aspect Points to cast. <b>Intensifier 14</b> Hit: <b>STRd4</b> Physical damage and Back: <b>Critical</b> chance: 100%.	-





## Tier II

Name	Categories	Reach	Effect	Description
Furious Blast	Mono, Intensifier, Physical, Gun (A)	1 target within 8 meters	<b>Intensifier 3</b> Hit: $(STRd6+1)/2$ Gun damage <b>Extra:</b> Follow-Up Physical: TEC extra Gun damage.	-
Sliding Slinger	Mono, Intensifier, Physical, Gun (A)	Time: Default Duration: Instant  1 target between you and a space within 6 meters	<b>Intensifier 6</b> Hit: $(STR+8)/2$ Gun damage Move 1 meter toward the space after each Hit roll.	Six shots taken while sliding across the ground.

## Tier III

Name	Categories	Reach	Effect	Description
Violent Streak	Total, Intensifier, Physical, Gun (A)	Any number of targets within 3 meters	<b>Intensifier 5</b> Hit: $(STR+8)/2$ Gun damage and <b>Critical:</b> Gain 1 Tension.	Bullets circle above you and rain down on the targets five times.
Bullet Storm	Multi, Intensifier, Stun, Physical, Gun (A)	1 target within 7 meters and adjacent units	<b>Intensifier 12</b> Hit: $(STR+12)/3$ Gun damage and, if the target is a Humanoid, <b>Stunned</b> chance: 100%	-
Shrapnel	Combo, Physical, Gun (A)	1 target within 7 meters and adjacent units	Hit: $STRd8+6$ Gun damage and <b>Movement Allowance -2</b> . Adjacent units take half the damage rolled for the main target.	-
First Down	Mono, Knockdown, Physical, Gun (A)	1 target within 7 meters	Hit: $STRd8+8$ Gun damage, and if the target is a Humanoid, <b>Knocked Down</b> chance: 100%	-
Eagle Eye	Multi, Buff (A)	All adjacent Allies	Each target's Gun and Elemental attacks gain <b>Extra: +2 HDC, +1 STR, +1 MAG</b> for the duration.	-



## Tier V

Name	Categories	Reach	Effect	Description
Takedown Shot	Mono, Intensifier, Knockdown, Physical, Gun (A)	1 target within 5 meters	<b>Intensifier 6</b> Hit: $(STRd12+5)/6$ Gun damage and, if the target is a Machine, <b>Knocked Down</b> chance: 100%	-
	Time: Default	Duration: Instant		
Hellfire	Multi, Tension, Intensifier, Physical, Gun (A)	1 target within 7 meters and adjacent units	<b>Spend 15 Tension</b> <b>Intensifier 12</b> Hit: $(STR+12)/6$ Gun damage <b>Extra:</b> If you have an aura, TEC extra Gun damage	-
	Time: Default	Duration: Instant		
Sidewinder	Mono, Physical, Gun (A)	1 target within 7 meters	Hit: <b>STRd12</b> Gun damage and Status effects gain a <b>+STR%</b> success chance against the target until the start of their next turn.	-
	Time: Default	Duration: Instant		
Hawkeye	Unique, Boost, Critical (P)	Caster	Gun attacks gain <b>Critical Margin +2</b> This does not stack with other Boost effects.	-
	Time: Automatic	Duration: Passive		

## Tier VI

Name	Categories	Reach	Effect	Description
Executioner	Mono, Tension, Physical, Gun (A)	1 target within 3 meters	<b>Spend 18 Tension and 2 Aspect Points</b> to cast. Hit: <b>STRd2</b> Gun damage and roll eleven more attacks. (This is not an Intensifier effect.)	-
	Time: Default	Duration: Instant		



Gravity Arts are rare Physical Type Arts, and are considered Physical Arts for features that specify Art Types. If an effect or feature affects Physical Arts, it also affects Gravity Arts. However, effects that specifically denote Gravity Category Arts do not affect Physical Arts that lack this category.

Gravity Arts take away a percentage of a target's health and become stronger as a target's defenses increase but cannot deal Critical hits. For each point of damage reduction a target has, a Gravity Art gains 1% extra damage. Additionally, each point of Fortify Physical causes a Gravity Art to gain 1% extra damage (however negative points of Fortify Physical do not reduce the effects of gravity).

Finally, Gravity, as a fundamental force of the Universe, cannot be subdued so easily, even in the Metaverse: A Null Physical interaction causes Gravity damage to be quartered instead of nullified. Repel nullifies Gravity damage and functions as normal.

For targets with Hetelic Resistances, Gravity damage is further halved, so Resisted damage becomes quartered, and targets with a Null Physical interaction receive only an eighth of the damage. As usual, targets with Hetelic resistances cannot take more than 10% of their maximum HP from a gravity effect.

### Tier V

Name	Categories	Reach	Effect	Description
Starlight Kick	Mono, Tension, Knockdown, Physical, Gravity (A)	1 adjacent target	<p>Spend <b>15 Tension</b> to cast. Hit: <b>50+5STR%</b> Gravity damage and <b>Knocked Down</b> chance: 150%</p>	-
Gravity Blast	Mono, Knockdown, Physical, Gravity (A)	1 target within 6 meters	<p>Hit: <b>25+2STR%</b> Gravity damage and <b>Knocked Down</b> chance: 100%</p>	-
Gravity Cloak	Total, Resist. Buff, Defense (A)	Any number of adjacent units	Grants <b>Resist Gravity</b> for the duration	-



### Tier I

Name	Categories	Reach	Effect	Description
Flame Grenade	Mono, Status, Blazing, Fire (A)	1 targets within 5 meters	Hit: MAGd4 Fire damage and Blazing chance: 20+5MAG%. Extra: TEC extra Fire damage if the target is toppled.	-

### Tier III

Name	Categories	Reach	Effect	Description
Burning Slash	Multi, Intensifier, Debuff, Raku, Fire (A)	Up to 3 targets within 3 meters	Intensifier 2 Hit: MAGd6+4 Fire damage and Fortify Fire -12 for 3 turns.	A flaming slash sends fire whirls blazing forth, scorching the targets and leaving behind ghost flames on them for the duration.
Burst Grenade	Multi, Tension, Status, Blazing, Fire (A)	1 target within 5 meters and adjacent units	Spend 9 Tension to cast. Hit: MAGd8+6 Fire damage and Blazing chance: 5MAG%. Extra: TECd4 extra Fire damage if the target is toppled.	-
Missile Volley	Line, Tension, Intensifier, Debuff, Raku, Fire (A)	Any number of targets between the caster and a space within 5 meters	Intensifier 6 Hit: MAG Fire damage and Fortify Fire -8 for 3 turns	-
Flame Cloak	Total, Resist, Buff, Defense (A)	Any number of adjacent units	Grants Resist Fire for the duration.	-

Tier V

Name	Categories	Reach	Effect	Description
Incendiary Edge	Mono, Tension, Intensifier, Fire (A)	1 target within 5 meters	Spend <b>15 Tension</b> to cast. <b>Intensifier 3</b> Hit: <b>MAGd8+4</b> Fire damage. <b>Extra:</b> Follow-Up Physical: <b>TECd6</b> extra Fire damage.	-
Bombardier	Mono, Status, Blazing, Fire (A)	1 target the caster can see	Spend <b>1 Aspect Point</b> to cast. Hit: <b>MAGd12+2MAG</b> Fire damage and <b>Blazing</b> chance: <b>50+5MAG%</b>	-
Thermal Payload	Mono, Tension, Intensifier, Fire (A)	1 target you can see	Spend <b>15 Tension</b> to cast. <b>Intensifier 6</b> Hit: <b>MAGd4+6</b> Fire damage and, if the target is Knocked Down, <b>Critical</b> chance: <b>100%</b>	-





### Tier III

Name	Categories	Reach	Effect	Description
Arcing Horn	Mono, Debuff, Raku, Thunder (A)	1 target within 5 meters	Hit: <b>MAGd6</b> Thunder damage. <b>Fortify Thunder -8</b> for 3 turns. <b>Extra:</b> Follow-Up Physical: <b>TECd4</b> extra Electric damage.	-
	Time: Default	Duration: Instant		
Flash Grenade	Multi, Status, Blackout, Thunder (A)	1 target within 5 meters and adjacent units	Hit: <b>MAG</b> Thunder damage and <b>Blackout</b> chance: 50+5TEC%.	-
	Time: Interrupt	Duration: Instant		
Shooting Star	Line, Status, Shocked, Thunder (A)	Any number of targets between you and a space within 6 meters	Hit: <b>MAGd8+4</b> Thunder damage <b>Shocked</b> Chance: 6MAG%.	-
	Time: Default	Duration: Instant		
Lightning Cloak	Total, Defense, Resist, Thunder (A)	All Allies	Grants <b>Resist Thunder</b> until the start of your next turn.	-
	Time: Interrupt	Duration: Instant		

### Tier V

Name	Categories	Reach	Effect	Description
Trident Buster	Line, Tension, Status, Shocked, Thunder (A)	All targets between you and a space within 6 meters	Spend <b>15 Tension</b> to cast. Hit: <b>MAGd8</b> Thunder damage Shocked chance: 100% <b>Extra:</b> Follow-Up Physical: <b>TECd4</b> extra Thunder damage.	A trident, wreathed in lightning, bursts forth, impaling targets in a line.
	Time: Default	Duration: Instant		



## Ether <O>

Ether Arts are Nuclear Type Arts, and are considered Nuclear Arts for features that specify Art Types. If an effect or feature affects Nuclear Arts, it also affects Ether Arts. However, effects that specifically denote Ether Category Arts do not affect Nuclear Arts that lack this category.

### Tier III

Name	Categories	Reach	Effect	Description
<b>Jetstream</b>	Line, Status, Stunned, Nuclear, Ether (A)	All targets between you and a point within 5 meters	Hit: <b>MAGd6</b> Ether damage and <b>Stunned</b> chance: 50%	-
	Time: Default	Duration: Instant		
<b>Ether Blast</b>	Multi, Tension, Intensifier, Nuclear, Ether (A)	1 target within 6 meters and adjacent units	<b>Spend 9 Tension</b> <b>Intensifier 3</b> Hit: <b>MAGd4</b> Ether damage <b>Extra:</b> If you have an Aura, + <b>TEC</b> extra Aura damage for each hit.	-
	Time: Default	Duration: Instant		

### Tier V

Name	Categories	Reach	Effect	Description
<b>Dispel</b>	Mono, Tension, Removal, Ether, Weapon (A)	1 target within 5 meters	Spend <b>15 Tension</b> to cast. Hit: <b>MAGd8 + TECd6</b> Ether damage and remove all non-Aura Buff effects from the target.	-
	Time: Default	Duration: Instant		
<b>Black Butterfly</b>	Mono, Intensifier, Removal, Nuclear, Ether (A)	1 target within 2 meters	<b>Intensifier 4</b> Hit: <b>MAGd6</b> Ether damage, target's Aura duration decreases by 1 turn, and target's Ether interaction decreases by one step until this action ends.	-
	Time: Default	Duration: Instant		
<b>Electric Surge</b>	Multi, Combo, Intensifier Nuclear, Ether (A)	1 target within 6 meters and units adjacent to that target	<b>Intensifier 3</b> Hit: <b>MAGd4</b> Ether damage <b>Extra:</b> Apply the below effects based on the Caster's HP: < 50%: <b>TEC</b> extra Ether damage. < 30%: Reach extends to targets adjacent to original targets < 20%: <b>TEC</b> extra Ether damage.	-
	Time: Default	Duration: Instant		



## Beam

Beam Arts are Light Type Arts, and are considered Light Arts for features that specify Art Types. If an effect or feature affects Light Arts, it also affects Beam Arts. However, effects that specifically denote Beam Category Arts do not affect Light Arts that lack this category.

### Tier II

Name	Categories	Reach	Effect	Description
Beam Barrage	Line, Intensifier, Light, Beam (A)	All units between you and a space within 10 meters	<b>Intensifier 5</b> Hit: MAG Beam damage. <b>Extra:</b> If you have an Aura: +TEC Beam damage	-
	Time: Default	Duration: Instant		
Myopic Screen	Line, Intensifier, Status, Blackout, Light, Beam (A)	All units between you and a space within 10 meters	<b>Intensifier 3</b> Hit: Blackout chance: 10+5MAG%	-
	Time: Default	Duration: Instant		

### Tier III

Name	Categories	Reach	Effect	Description
Subterfuge	Multi, Intensifier, Debuff, Light, Beam (A)	1 target within 10 meters and adjacent units	<b>Intensifier 3</b> Hit: Status effects gain a +10% success chance against the target for each hit until the start of their next turn.	-
	Time: Default	Duration: Instant		
Starfall Blade	Mono, Intensifier, Light, Beam (A)	1 target within 5 meters	<b>Intensifier 3</b> Hit: STRd4 Beam damage <b>Extra:</b> Follow-Up Physical: TECd4 extra Beam damage.	-
	Time: Default	Duration: Instant		
Starfall Rondo	Mono, Intensifier, Light, Beam (A)	1 target within 3 meters	<b>Intensifier 5</b> Hit: STRd2 Beam damage and Follow-Up Physical: +TEC extra Beam damage.	-
	Time: Default	Duration: Instant		
Stellar Ray	Total, Intensifier, Debuff, Raku, Light, Beam (A)	Any number of targets within 3 meters	<b>Intensifier 5</b> Hit: STRd2 Beam damage and Fortify Beam -8 for 3 turns <b>Extra:</b> TEC extra Beam damage if you have an Aura	-
	Time: Default	Duration: Instant		

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## Tier V

Name	Categories	Reach	Effect	Description
Galactic Cataclysm	Mono, Tension, Light, Beam (A)	1 target within 3 meters	Spend <b>18 Tension</b> to cast. <b>Hit:</b> <b>MAGd12+2MAG</b> Beam damage <b>Critical:</b> <b>MAGd6+2</b> extra Beam damage. <b>Extra:</b> If you have an Aura, <b>Critical</b> chance: 100%	-
Starfall Blossom	Time: Default	Duration: Instant	<b>Intensifier 4</b> Hit: <b>STRd6</b> Beam damage and Front: Double <b>Tension</b> gained from this hit.	-





## Tier V

Name	Categories	Reach	Effect	Description
Servant Sacrifice	Mono, Almighty, Death (A)	1 target Charmed by you that you can see	<p>Deals <b>10+5TEC%</b> (Max 50%) of the target's current HP as Almighty damage, restoring the caster's HP by an amount equal to the damage dealt.</p> <p><b>Extra:</b> If the target is Knocked Down or Stunned, the target <b>dies</b> instantly, restoring the caster's HP by an amount equal to the target's HP before this effect was cast.</p>	-
Overwhelm	Mono, Debuff, Taru, Almighty (A)	Time: Quick  Duration: Instantaneous	1 target within 8 meters  Hit: <b>MAGd8+MAG</b> Almighty damage and apply the effects of <b>Tarundaou</b> until healed. <b>❖ Tarundaou: -3 STR, -3 MAG</b> <b>Extra:</b> For every 20% of max HP the Caster has, deal <b>MAG</b> extra Almighty damage.	Time: Default  Duration: Instant





Tier II

Name	Categories	Reach	Effect	Description
Repair	Mono, Heal (A) Time: Default	1 target within 8 meters Duration: Instant	Restores <b>MAGd6 + PLv.</b> to the target and removes all Debuffs from the target.	-

Tier V

Name	Categories	Reach	Effect	Description
Astral Heal	Mono, Heal (A) Time: Default	1 target you can see Duration: Instant	Spend <b>15 Tension</b> to cast. Restores <b>100% HP</b> and <b>1 Energy</b> to the target.	-
Astral Purge	Mono, Heal Time: Quick	1 target you can see Duration: Instant	Remove all Debuffs and Status, except Kinetic, from the target	-





**Barrier** is a new category of Buff Art. Barrier effects protect the target, producing a barrier around the target with HP equal to a percentage of the target's maximum HP. A barrier effect ends early if a barrier's HP is depleted, and the remaining damage is applied to the target as usual. If a Barrier effect is refreshed, the barrier's HP is restored to its maximum.

### Tier I

Name	Categories	Reach	Effect	Description
<b>Chrome Armor</b>	Mono, Buff (A)	1 target you can see	<b>Fortify Physical +8</b>	A circular barrier of light appears, and surrounds the target.
	Time: Default	Duration: 3 turns		

### Tier II

Name	Categories	Reach	Effect	Description
<b>Upper Hand</b>	Mono, Buff (A)	Caster	Your attacks gain <b>Critical: TEC</b> extra Almighty damage.	-
	Time: Quick	Duration: 3 turns		

### Tier III

Name	Categories	Reach	Effect	Description
<b>Absorber Skin</b>	Mono, Buff, Barrier (A)	1 target	<b>Barrier 10+2MAG%</b> (Max 30%)	-
	Time: Interrupt	Duration: 3 turns		

### Tier V

Name	Categories	Reach	Effect	Description
<b>Energy Source</b>	Mono, Tension, Buff, Suku (A)	1 target you can see	Spend <b>15 Tension</b> to cast. The target gains <b>15 Tension</b> when this effect is cast. <b>+4 TEC</b>	-
	Time: Default	Duration: 3 turns		
<b>Shield Wall</b>	Total, Buff, Barrier (A)	Any number of targets within 2 meters	<b>Barrier 5+2MAG%</b> (Max 25%)	-
	Time: Default	Duration: 3 turns		
<b>Ghostwalker</b>	Buff, Decoy (A)	Caster	The next 3 attacks that would hit you automatically miss.	You slowly pace back and forth in place, spawning hazy, ghost-like after-images.
	Time: Default	Duration: 3 turns		



## Aura

Auras are Buff Type Arts, and are considered Buff Arts for features that specify Art Types. If an effect or feature affects Buff Arts, it also affects Aura Arts. However, effects that specifically denote Aura Category Arts do not affect Buff Arts that lack this category.

Auras have unique effects that are applied to the caster. All auras cost Tension to cast.

### Tier I

Name	Categories	Reach	Effect	Description
Recuperate	Tension, Buff, Aura (A) Time: Default	Caster Duration: 3 turns	Spend <b>3 Tension</b> to cast. <b>+1 AGI</b> Restores <b>MAGd4 + PLv.</b> HP each turn for the duration.	-

### Tier II

Name	Categories	Reach	Effect	Description
Full Specs	Tension, Buff, Aura (A) Time: Default	Caster Duration: 3 turns	Spend <b>6 Tension</b> to cast. <b>+1 STR, MAG, &amp; TEC</b> <b>Fortify Ether +4</b>	-
Defensive Stance	Tension, Buff, Aura (A) Time: Default	Caster Duration: 3 turns	Spend <b>6 Tension</b> to cast. <b>-2 STR, -2 MAG</b> <b>Fortify Physical +8</b> <b>Fortify Elements +8</b> Restores <b>3*PLv.</b> HP each turn for the duration.	-
Shadowrunner	Tension, Buff, Aura (A) Time: Default	Caster Duration: 3 turns	Spend <b>6 Tension</b> to cast. <b>+2 STR &amp; MAG</b> Your attacks gain <b>Back: TEC</b> extra damage. <b>Extra:</b> Outside of combat: Shadows do not target you or perceive you as hostile; duration may vary depending on Narrator fiat, but should not exceed one scene.	-
Early Bird	Tension, Buff, Aura (A) Time: Default	Caster Duration: 3 turns	Spend <b>6 Tension</b> to cast. You gain <b>1 Temporary Luck</b> <b>Charge</b> on activation. <b>+1 AGI</b> Your attacks gain <b>Critical: +TEC</b> extra damage	-



### Tier III

Name	Categories	Reach	Effect	Description
Offensive Stance	Tension, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast. <b>+3 STR, MAG, &amp; TEC</b>	-
	Time: Default	Duration: 3 turns	<b>Fortify All -12</b>	
Iron Prison	Tension, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast.. <b>Fortify Physical +24</b>	-
	Time: Default	Duration: 3 turns	Adjacent enemies take <b>2*PLv.</b> Physical damage upon entering the effect's reach and at the start of each of their turns.	
Thirsty Edge	Tension, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast. When you hit a target with a non-Gun Physical attack, restore <b>2TEC HP</b> .	-
	Time: Default	Duration: 3 turns		
Killing Machine	Tension, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast. <b>+3 STR</b> <b>+3 TEC</b>	-
	Time: Default	Duration: 3 turns		
Speed Demon	Tension, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast. <b>Movement Allowance * 2</b>	-
	Time: Default	Duration: 3 turns	Restores <b>PLv. HP</b> for every 4 spaces moved on your turn.	
Geolibrium	Tension, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast. <b>Fortify Beam + 16</b>	-
	Time: Default	Duration: 3 turns	Restores <b>3*PLv. HP</b> each turn. You are unaffected by effects that alter spaces.	
Astrolibrium	Tension, Charge, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast. <b>Reflect Beam</b>	-
	Time: Default	Duration: 3 turns	Multiply the damage of your Beam attacks by 1.5. This does not stack with other Charge effects.	
Medic Free	Repress, Tension, Buff, Aura (A)	Caster	Spend <b>9 Tension</b> to cast.	-
	Time: Default	Duration: 3 turns	When targeted by a Debuff Type Art, roll <b>LCKd12</b> . If you rolled at least one 12, you avoid the debuff. If you enter Death's Door, you are <b>Revived</b> with 1 <b>HP</b> and this Aura ends early. <b>Repress</b> if revived by this effect.	

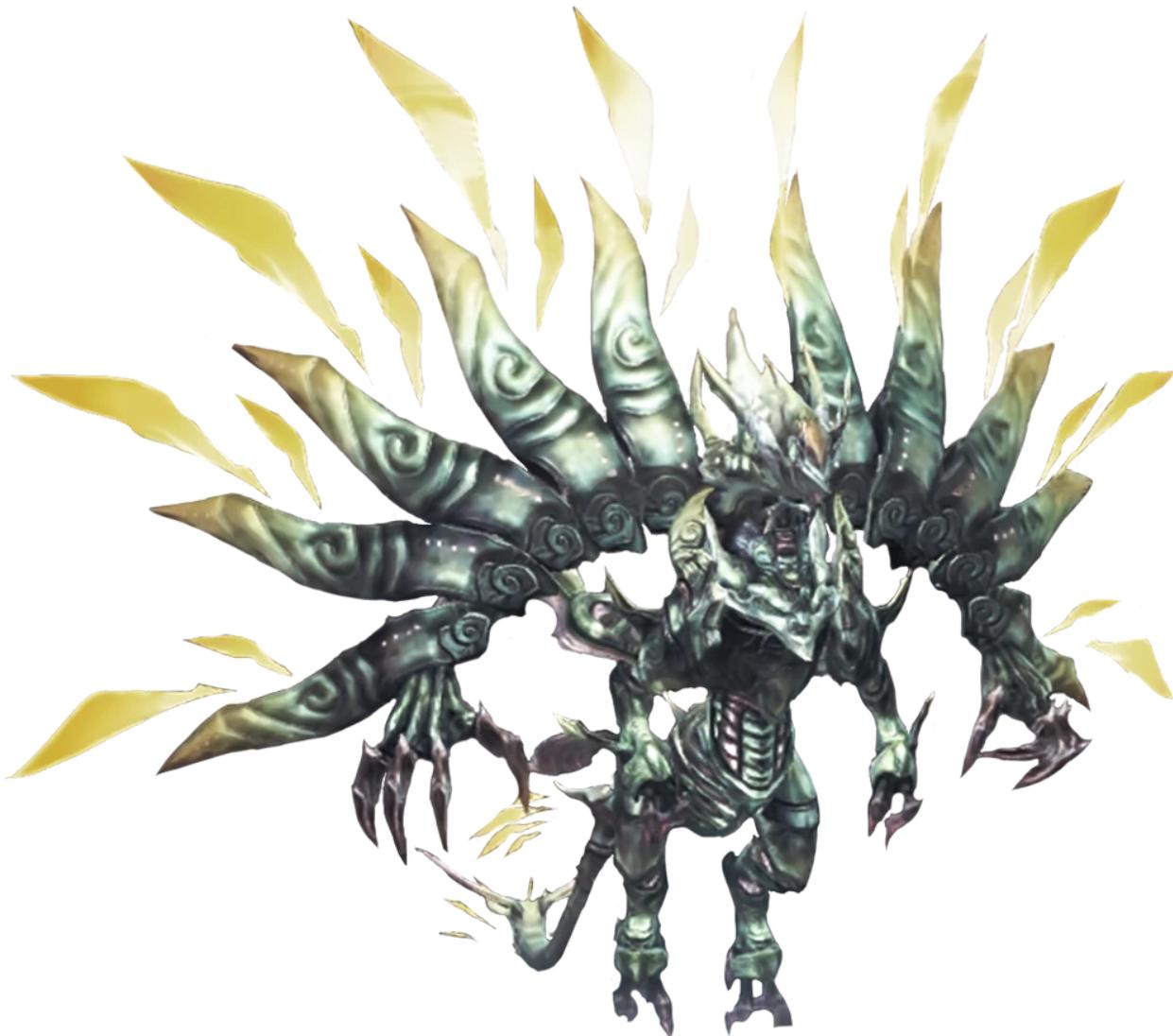


## Tier V

Name	Categories	Reach	Effect	Description
<b>Samurai Soul</b>	Tension, Buff, Aura (X)	Caster	Spend <b>15 Tension</b> to cast. Mono Physical Arts may be cast as Total Arts within 2 meters.	-
	Time: Default	Duration: 3 turns	+ <b>1 STR &amp; MAG</b> for the duration for each hit received.  You may take a second <b>Quick</b> Action each turn for the duration.	-
<b>Supershield</b>	Tension, Buff, Aura (A)	Caster	Spend <b>15 Tension</b> to cast. <b>Reflect Physical</b> <b>Fortify Elements +16</b> <b>Null Stunned</b>	-
	Time: Default	Duration: 3 turns		
<b>Novalibrium</b>	Tension, Charge, Buff, Aura (A)	Caster	Spend <b>15 Tension</b> to cast. Multiply the damage of your next attack by 2.5 when you get hit. This does not stack with other Charge effects.	-
	Time: Default	Duration: 3 turns	Attacks that hit you deal <b>20+5TEC%</b> Aura damage to the Caster as well (Max 100%).	-
<b>Gunforce</b>	Unique, Tension, Buff, Aura (A)	Caster	Spend <b>15 Tension</b> and <b>1 Aspect Point</b> to cast. <b>Critical Margin +1</b> Your Gun attacks deal an additional <b>TEC</b> damage.	-
	Time: Default	Duration: 3 turns	Decrease your Gun Arts' Ability Category by 1 step for the duration. (Interrupt - Quick - Default - Burst) (Burst Arts use your Quick and Default action.)	-
<b>Enhanced Stand</b>	Unique, Tension, Buff, Aura (A)	Caster	Spend <b>15 Tension</b> to cast. Your basic attacks become <b>Critical</b> attacks and gain: <b>Critical: +TEC</b> extra damage Restore <b>4*PLv.</b> HP at the start of each turn.	-
	Time: Default	Duration: 3 turns		
<b>Astral Protection</b>	Tension, Raku, Healing, Buff, Aura (A)	Caster	Spend <b>15 Tension</b> to cast. Restore <b>PLv.</b> HP when you activate an Art. <b>Fortify Physical +30</b> <b>Fortify Elements +30</b>	-
	Time: Default	Duration: 3 turns		
<b>Ghost Sniper</b>	Tension, Critical, Buff, Aura	Caster	Spend <b>15 Tension</b> Your Gun attacks gain <b>Critical Margin +3</b> and <b>+2 HDC</b>	-
	Time: Default	Duration: 3 turns	Gain <b>3 Tension</b> when landing a Critical Hit	-

Tier VI

Name	Categories	Reach	Effect	Description
Astral Horizon	Unique, Total, Tension, Repress, Heal, Buff, Aura (A)	Caster  Time: Default	<p>Spend <b>18 Tension</b> and <b>1 Aspect Point</b> to cast.</p> <p>Cast <b>Astral Heal</b> on all allies upon activation, bypassing the <b>Tension</b> cost.</p> <p>Cast <b>Astral Purge</b> on all allies each turn.</p> <p>The Reach for each of your Arts increases by <b>TEC</b> meters.</p> <p><b>Repress.</b></p> <ul style="list-style-type: none"> <li>❖ <i>Astral Heal: Restores 100% HP and 1 Energy to the target</i></li> <li>❖ <i>Astral Purge: Remove all Debuffs and Status, except Kinetic, from the target</i></li> </ul>	-





## Tier VI

Name	Categories	Reach	Effect	Description
<b>Reality Rift</b>	Line, Debuff (A)	All targets between you and a space within 5 meters  Time: Default	Spend <b>1 Aspect Point</b> . Increase the target's Arts' Ability Category by 1 step for the duration. (Interrupt - Quick - Default - Burst) (Default and Burst Arts become Burst Arts with the following effect: Default: Do nothing. Burst: <Original Effect>.)	A lightning-fast slash rends the air itself, ushering forth a violet wave of photons that cling to the targets.





## Tier I

Name	Categories	Reach	Effect	Description
Infuriate	Mono, Status, Mental, Enraged (A)	1 target within 6 meters  Time: Default Duration: Until healed	Chance of <b>Enraged</b> : 10+5TEC% <b>Extra:</b> If the target is already Enraged: <b>Ingrain</b> .	-

## Tier III

Name	Categories	Reach	Effect	Description
Screamer	Multi, Status, Mental, Slept (A)	1 target within 10 meters and units adjacent to that target.  Time: Default Duration: Until healed	Chance of <b>Asleep</b> : 15+5TEC%	-
Brainjack	Mono, Tension, Status, Mental, Charm (A)	1 target you can see  Time: Default Duration: Until healed	Spend <b>9 Tension</b> . Chance of <b>Charmed</b> : 60+5TEC%	-
Trash Talk	Multi, Status, Mental, Enraged (A)	Any number of targets within 4 meters  Time: Default Duration: Until healed	Chance of <b>Enraged</b> : 15+5TEC% Gain <b>1 Tension</b> for each target successfully enraged.	-
Decoy Round	Multi, Status, Mental, Enraged (A)	1 target within 10 meters and adjacent units  Time: Default Duration: Until healed	Chance of <b>Enraged</b> : 25+5TEC% Gain <b>1 Tension</b> for each target successfully enraged.	-
Intercept	Mono, Status, Nervous, Stunned (A)	1 target within 5 meters that declared an attack on you or an adjacent ally  Time: Interrupt Duration: Instant	Hit: <b>TEC Status damage</b> and <b>Stunned</b> chance: <b>15+5TEC%</b>	-

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## Tier V

Name	Categories	Reach	Effect	Description
<b>Pathogen Blast</b>	Multi, Debuff	1 target within 5 meters and adjacent units Time: Default	Chance of <b>Virus</b> : 25+5TEC%	-





## Miscellaneous

### Tier II

Name	Categories	Reach	Effect	Description
Power Dive	Unique, Mono, Damage, Charge (A)	Caster	<p>Caster may only Activate when targeted for an attack.</p> <p>You automatically dodge the triggering effect.</p> <p>Multiply the damage of your next attack by 1.5. This does not stack with other Charge effects.</p>	-

### Tier III

Name	Categories	Reach	Effect	Description
Blood Sacrifice	Mono (A)	Caster	<p>Spend <b>50%</b> of your maximum HP to cast (this is not considered damage).</p> <p><b>+9 Tension</b></p>	-
Primer	Mono (A)	Caster	<p><b>+3 Tension</b></p> <p><b>+1 Temporary Luck Charge</b></p>	-

### Tier V

Name	Categories	Reach	Effect	Description
Hair Trigger	Damage, Charge (A)	Caster	Multiply the damage of your next attack by 2.5. This does not stack with any other Charge category effects.	-
Last Stand	Unique, Total, Tension (A)	All Allies	<p>Spend <b>18 Tension</b> to cast.</p> <p>Each target gains <b>9 Tension</b>.</p> <p>Spend <b>1 Aspect Point or Repress</b>.</p>	-
Combat Limbo	Unique (A)	Caster	The durations of your Buff effects do not decrease this turn.	-
Cool Off	Removal, Debuff (A)	Caster	<p>Remove all <b>Debuff</b> effects.</p> <p>If you have an Aura effect active, remove that effect and gain <b>3*X Tension</b>, where X is the tier of the spell that Aura originated from</p>	-



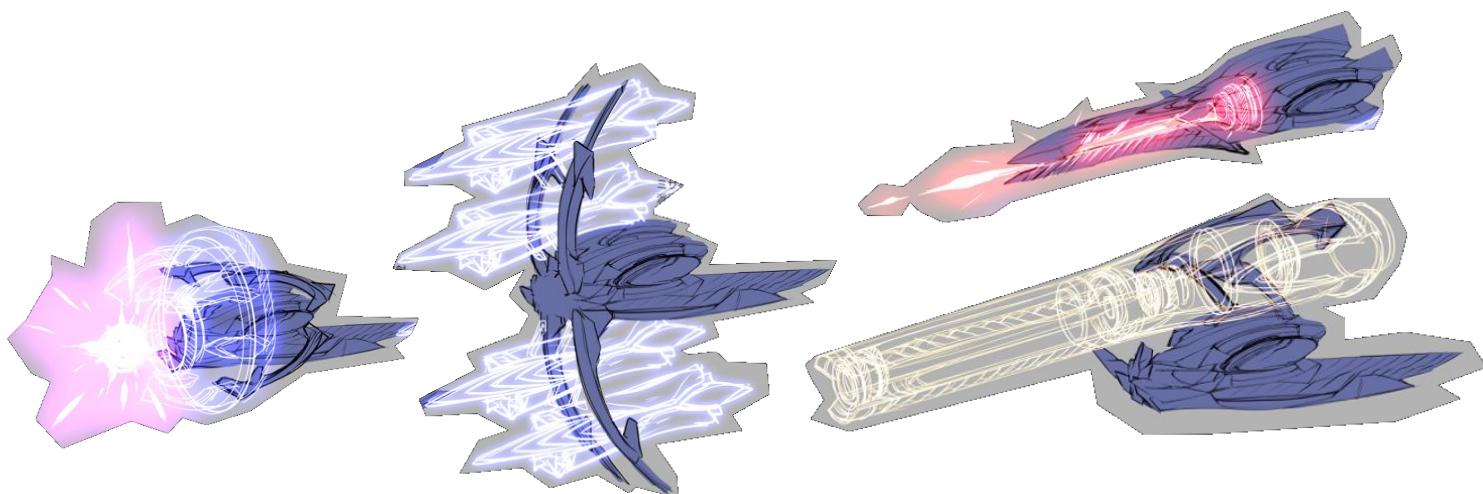
## Multigun



Multigun Arts may not be added to a Spell Deck by any means, instead being made available through the use of the Delta Bliss. As such, using a multigun effectively requires careful management of Energy. If using the “Arts per Weapon” alternate ruling, “Multigun” may not be chosen as a ranged weapon type; however, any User may equip a multigun, and its Arts may be cast regardless.

### Tier II

Name	Categories	Reach	Effect	Description
<b>Boost Barrel</b>	Tension, Multigun, Buff, Aura (A)	Caster	Spend <b>6 Tension</b> to cast. You may use your Quick and Interrupt actions for basic attacks. <b>+1 TEC</b> for Multigun attacks	-
<b>Missile Barrel</b>	Multi, Intensifier, Multigun, Thunder, Status, Shock (A)	Any number of targets within 5 meters	<b>Intensifier 4</b> Hit: <b>SKLd4</b> Thunder damage and <b>Shocked</b> chance: <b>5TEC%</b> If you have an Aura: +(SKL/2) extra Thunder damage per hit	-
<b>Sniper Barrel</b>	Multi, Multigun, Ether, Status, Stunned (A)	Any number of targets within 5 meters	Hit: <b>SKLd8</b> Ether damage and <b>Shocked</b> : <b>Stunned</b> chance: 100%	-
<b>Cannon Barrel</b>	Total, Tension, Multigun, Physical, Gravity (A)	Any number of targets within 3 meters	Spend <b>6 Tension</b> to cast. Hit: <b>5+5SKL%</b> Gravity damage and <b>Knocked Down</b> chance: 100% Follow-Up Elements: <b>+15%</b> extra Gravity damage	-



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## Weapon Arts (Alternate Ruling)

Many of the Arts included in this supplement once dealt “Weapon damage” in Xenoblade Chronicles X. These Arts inherited their damage type from the weapon the wielder held. As an alternative ruling, your Narrator may decide to allow these “Weapon Arts” to regain this original property, replacing the damage an Art would normally deal with the damage type of the Caster’s equipped weapon. If the User’s equipped Weapon does not have an element, refer to the Element’s original typing. If using this alternate ruling, it is recommended to also use the “Arts per Weapon” alternative ruling. The following is a list of all arts affected by the “Weapon Arts” ruling:

- ❖ Physical: Atomic Hit, Back Slash, Balance Breaker, Blossom Dance, Hundred Shells, Magnum Edge, Rising Blade, Seventh Edge, Shadowstrike, Side Slash, Sidewinder, Slayonet, Slit Edge, Spiral Horn, Stream Edge, Tornado Blade, True Stream Edge, Ultraslash, Wild Down, Wild Smash
- ❖ Gun: Afterburner, Bullet Storm, Drum Roll, First Down, Furious Blast, Shrapnel, Takedown Shot, Zero Zero
- ❖ Beam: Beam Barrage, Starfall Blade, Starfall Blossom, Starfall Rondo, Stellar Ray
- ❖ Almighty: Overwhelm
- ❖ Status: Intercept





## Arts per Weapon (Alternate Ruling)

The Arts included in this supplement were originally tied to types of weapons in Xenoblade Chronicles X. Emulating this can help increase immersion as well as build diversity. As an alternate ruling, Users may take two Weapon Types (one melee; one ranged) instead of one of the traditional Types when creating a Persona. While this ruling is in effect, the Arts added to this supplement are not included in their respective Spell Lists for the purposes of spell acquisition. Finally, treat Follow-Up Physical as Follow-Up Melee and Follow-Up Elemental and Gun as Follow-Up Ranged. The Weapon Types and their respective Arts are recorded below:

### Melee Art Types

- ❖ Knife: Absorber Skin, Black Bane, Black Butterfly, Brainjack, Chrome Armor, Dispel, Energy Source, Full Specs, Recuperate, Repair, Screamer, Secondary Speed, Servant Sacrifice, Slit Edge, Smooth Recovery
- ❖ Longsword: Blossom Dance, Burning Slash, Defensive Stance, Incendiary Edge, Magnum Edge, Offensive Stance, Rising Blade, Samurai Soul, Tornado Blade, True Stream Edge, Ultraslash
- ❖ Shield: Atomic Hit, Bombardier, Drum Roll, Flame Clock, Flamehand, Iron Prison, Mindstorm, Reality Rift, Shield Wall, Supershield, Trash Talk, Wild Down, Wild Smash
- ❖ Dual Swords: Back Slash, Blood Sacrifice, Crisis Zone, Electric Surge, Hundred Shells, Killing Machine, Seventh Edge, Shadowrunner, Shadowstrike, Side Slash, Stream Edge, Thirsty Edge, Upper Hand
- ❖ Javelin: Arcing Horn, Balance Breaker, Hair Trigger, Maximum Voltage, Overwhelm, Raijin, Speed Demon, Spiral Horn, Trident Buster, Vortex
- ❖ Photon Saber: Astral Heal, Astral Horizon, Astral Purge, Astrolibrium, Essence Exchange, Galactic Cataclysm, Geolibrium, Novalibrium, Phenomenon, Starfall Blade, Starfall Blossom, Starfall Rondo, Starlight Duster

### Ranged Art Types

- ❖ Assault Rifle: Assault Breaker, Assault Hammer, Burst Grenade, Decoy Round, Flame Grenade, Flash Grenade, Furious Blast, Grenade Blitz, Gunforce, Infuriate, Last Stand, Medic Free, Overclock, Power Dive, Quick Cannon, Takedown Shot
- ❖ Dual Guns: Combat Limbo, Early Bird, Executioner, Ghost Factory, Ghostwalker, Primer, Sky High, Sliding Slinger, Violent Streak, Zero Zero
- ❖ Gatling Gun: Bullet Storm, Bullet Twister, Cool Off, Enhanced Stand, Fire Carnival, Hellfire, Missile Volley, Thermal Payload, Titan Recharge
- ❖ Psycho Launchers: Astral Protection, Dual Dynamo, Gravity Lunge, Jetstream, Lightning Cloak, Shooting Star, Starlight Kick, Stellar Ray, Tacit Censure
- ❖ Raygun: Beam Barrage, Beam Bomber, Clarity Ray, Ether Blast, Gravity Blast, Gravity Cloak, Master Gunner, Myopic Screen, Pathogen Blast, Subterfuge
- ❖ Sniper Rifle: Afterburner, Eagle Eye, First Down, Ghost Sniper, Hawkeye, Intercept, Shrapnel, Sidewinder, Slayonet
- ❖ Multigun: Boost Barrel, Cannon Barrel, Missile Barrel, Sniper Barrel

# Equipment

## Knives

Unlike Daggers, knives cannot be thrown; however quick slices makes them well-suited for close quarters combat. Because of their swift nature, most knives are able to make multiple slices in a single attack. Knives are most effective in the hands of agile Users, scaling off of AGI instead of STR.

Name	Damage	Element	Reach	Extra	Description	Cost
<b>Iron Knife III</b>	AGId2	Thunder	1-2	Intensifier 2	A rocker knife with a handle on one end and a double-sided blade.	2 RP
<b>Titanium Riv</b>	AGId4+STR	Physical	1-2		An angular blade better suited for stabbing than slashing.	2 RP
<b>Chrome Pugio</b>	AGId4	Ether	1-2	Intensifier 2	A scarlet knife with a central handle and mandible blades on each end.	4 RP
<b>Chromoly Lyst II</b>	AGI%	Gravity	1-2	Intensifier 3	An elegant floral-like blade that unfurls for combat. Its stamen is deadly to the touch.	6RP
<b>Carbide Pokepoke</b>	AGId8+MAG	Fire	1-2	Intensifier 3	A rod depicting a red stuffed animal sticking out a purple tongue in place of a blade.	8RP

## Longswords

Longswords are able to hit targets at a middling distance; however, most are too unwieldy to use effectively on adjacent targets.

Name	Damage	Element	Reach	Extra	Description	Cost
<b>Iron Sword II</b>	STRd4	Physical	2-3	Piercing 1	A slab-like sword made to hit hard.	2 RP
<b>Titanium Slair II</b>	STRd4	Thunder	2-3	Cast Zio	A mechanized longsword with a knuckle-bow hilt guard.	2 RP
<b>Chrome Spatha</b>	STRd8+2	Ether	2-3	+2 DR	A single-edged sword with a folding hilt. Its blunt edge is ridged.	4 RP
<b>Pulverizing Glaive II</b>	STRd10+STR	Fire	2-3	Cast Agilao	A hulking sword with runic blocks along the blunt edge. The flames it casts are colored a royal purple.	6 RP
<b>Carbide Pride</b>	2STR+5%	Gravity	1-3	Piercing 2	A futuristic blade resembling a red cross. It has a prominent piercing pair of claws that can be extended.	8 RP



## Shields

Name	Damage	Element	Reach	Extra	Description	Cost
Iron Paive	STRd4	Physical	1		A shield that provides back support while standing	2 RP
Titanium Parma	STRd4+LCK	Beam	1	Fortify Beam 8	A fashionable shield that is both futuristic and emblematic of Grecian fantasy.	4 RP
Chrome Parma II	STRd6+TEC	Ether	1	Resist Ether	A strangely mechanical folding shield that looks as if it was made in a laboratory.	6 RP
Cobalt Haven	STRd6+4	Thunder	1	Resist Thunder	An aegis with a thin layer of electricity on its surface.	6 RP
Cermet Thudclang	MAGd6+MAG	Fire	1	Resist Fire, +2 MAG	An earthen stuffed animal depicting a hero of legend. Surprisingly resistant.	8 RP
Carbide Honor	2VIT%	Gravity	1	Resist Gravity, Cast Shield Wall	A crimson adjustable shield of alien design.	8 RP

## Dual Swords

Name	Damage	Element	Reach	Extra	Description	Cost
Iron Ralzes	STRd2+4	Physical	1	Intensifier 2	A sleek pair of lightweight swords.	2 RP
Titanium Gladiis	STRd4+3	Ether	1	Intensifier 2	A pair of curved industrial hilts with ethereal blue blades.	4 RP
Chrome Twins	STRd4+MAG	Thunder	1	Intensifier 2	Mechanical blades that resemble wings when worn on the back.	4 RP
Intrepid Edges II	STRd8	Fire	1	Intensifier 2	A pair of red-hot, serrated cleavers made to pack a punch.	6 RP
Carbide Watxes	STR+2%	Gravity	1	Intensifier 2, Chance of Fearful: 15%	A pair of mandible-like blades that appear alien in origin. Spiked protrusions litter the scabbards.	8 RP



## Javelins

When using the *Snipe* property, javelins receive 3 meters of extra range per TEC spent instead of the usual 2 meters. As with daggers, you don't need to fetch thrown javelins.

Name	Damage	Element	Reach	Extra	Description	Cost
<b>Iron Parce</b>	STRd4	Physical	1-2	Snipe 3	A foldable spear made with aerodynamics in mind.	2 RP
<b>Chrome Pilum</b>	STRd4+4	Beam	1-2	Snipe 5	An adjustable spear with a short laser on its end. Powerful in the right hands.	4 RP
<b>Chromoly Pilum II</b>	STRd4-4	Ether	1-2	Snipe 1, Cast Absorber Skin	A heavy lance made for prolonged use.	4 RP
<b>Cermet Bolide</b>	STRd8+MAG	Thunder	1-2	Snipe 3, +2 TEC	A futuristic take on angelic weaponry; high-tech, yet elegant.	6 RP
<b>Cermet Jyth</b>	2STR%	Gravity	1-2	Snipe 4, +3 TEC, +3 AGI	An eerie, tendril-like pale blue spear that curls in on itself. It is surprisingly lightweight.	8 RP
<b>Intrepid Lance</b>	STRd10+STR	Fire	1-3	Snipe 6, +3 TEC	A mix of futuristic and primal design, this flaming spear emits a green flame at its end.	8 RP

## Photon Sabers

Name	Damage	Element	Reach	Extra	Description	Cost
<b>Iron Saber</b>	MAG4+2	Beam	1	Hit: Fortify Beam -4	A saber hilt made of iron. A trigger on the inner hilt activates a beam blade.	2 RP
<b>Chrome Candela</b>	MAGd6+AGI	Ether	1	Hit: Fortify Ether -4	A semicircular hilt. A hinge on the end releases an ether blade.	4 RP
<b>Chromoly Candela III</b>	MAG+2%	Gravity	1	Piercing 1	A powerful twin blade made by harnessing entropy. It's oddly reminiscent of a plasma blade once wielded by alien warriors.	4 RP
<b>Intrepid Lightblade</b>	MAGd8+AGI	Thunder	1-2	Hit: Fortify Thunder -8	An unassuming katana hilt. Gripping it firmly causes a blade of electricity to flow forth.	6 RP
<b>Audacious Lightblade II</b>	MAGd10+2AGI	Fire	1	Hit: Fortify Fire -8, +2 TEC, +2 AGI	An ergonomic handle and guard. Pulling down on the guard causes the flame blade to release.	8 RP

## Assault Rifles

Name	Damage	Element	Reach	Extra	Description	Cost
Storm Assault Rifle	MAGd4	Gun	2-5		A basic assault rifle with a cooler name than it deserves.	1 RP
Soldier Avagar	MAGd6	Beam	2-5	+1 MAG	A futuristic, beam-based assault rifle.	2 RP
Ophidian Sclopeturn	MAGd6	Ether	2-5	Cast Furious Blast	An alien's take on a raygun. It has no kickback, so it rests atop the inner forearm	5 RP
Destroyer Assailer	MAGd10	Thunder	2-5	+1 MAG, Hit: Shocked chance: 3MAG%	A high-tech gun composed of multiple separate floating parts.	6 RP
Foxfire Raidrifle	MAGd8+MAG	Fire	2-5	Cast Flame Grenade, +2 MAG, +1 TEC	A sleek rifle made for warriors. It exudes an aura of honed craftsmanship.	6 RP
Delta Rapture	2MAG%	Gravity	2-5	Magic Transfer, +1 MAG, +1 TEC	A rifle that fires concentrated anti-matter that bursts on contact.	8 RP

## Gatling Guns

Gatling Guns have a *cooldown* category. Although Gatling Guns have the ability to fire many shots at once, they must wait to cool down after attacking. When you make a basic attack with a gatling gun, you cannot make another basic attack with that gatling gun until a number of turns equal to the cooldown category has passed.

Name	Damage	Element	Reach	Extra	Description	Cost
Soldier Machine	MAGd2+LCK	Gun	2-5	Cooldown 2, Intensifier 6	A portable machine gun even a teenager could wield against eldritch creatures.	2 RP
Warrior Repethe	MAGd2+2	Beam	2-5	Cooldown 1, Intensifier 3	A high tech gatling gun that charges via a pocket-sized particle accumulator.	2 RP
Ophidian Grando II	MAG%	Gravity	2-4	Cooldown 2, Intensifier 6	A portable gravity well generator once used by aliens.	4 RP
Destroyer Crank	MAGd4+LCK	Thunder	2-5	Cooldown 2, Intensifier 6	Four bowing rods held together by a powerful magnetic force.	6 RP
Striker Ziye	MAGd4+MAG	Ether	2-6	Cooldown 2, Intensifier 6	An eldritch firearm reminiscent of a creature known as "The Endbringer."	6 RP
Delta Ratatatta	MAGd2+LCK+2	Fire	2-5	Cooldown 3, Intensifier 12' Cast Hellfire	An odd weapon that looks like an oversized floral rattle. Strangely effective.	8 RP

## Dual Guns

Name	Damage	Element	Reach	Extra	Description	Cost
Rugged Sidearm	MAGd2+STR	Gun	1-4	Intensifier 2	A pair of primal guns with mechanical vertebrae guarding the hands.	2 RP
Warrior Pistolia	MAGd4+2	Ether	1-4	Intensifier 2, +1 TEC	Dual guns designed to appear like a mechanized alien's head.	4 RP
Ophidian Dyads	MAGd4+4	Thunder	1-4	Intensifier 2	Futuristic weapons that float around the user's hands. They discharge electricity where pointed.	4 RP
Destroyer Dyads III	MAG%	Gravity	1-4	Intensifier 2, +2 TEC	Weapons that float just off the user's palms. They fire unstable black holes.	5 RP
Striker Gemels	MAGd6+STR	Beam	1-4	Intensifier 2, +1 STR, Passive Counter	A pair of pistols modified with beam technology. Small knives protect the hands from attack.	6 RP
Delta Bangbangs	MAGd8+2MAG	Fire	1-4	Intensifier 2, Piercing 2	What appear at first to be small bagpipes are in fact a pair of flamethrowers.	8 RP

## Sniper Rifles

When using the *Snipe* property, sniper rifles receive 4 meters of extra range per TEC spent instead of the usual 2 meters.

Name	Damage	Element	Reach	Extra	Description	Cost
Soldier Retic	MAGd4	Beam	2-4	Snipe 2	A high-tech sniper utilizing beam technology.	2 RP
Warrior Sicarius	MAGd6+TEC	Ether	2-4	Snipe 2	A sniper once wielded by alien warriors.	4 RP
Ophidian Trigger	MAGd8+MAG	Thunder	2-5	Snipe 3	A futuristic rifle that resembles a raygun. It's composed of multiple disparate pieces.	6 RP
Rectifier Deadsight	MAGd8+TEC	Gun	2-4	Cooldown 1, Snipe 7, Piercing 2, +3 TEC	An advanced sniper rifle with a deathly accurate scope and deadlier range.	8 RP
Delta Thwipper	MAGd10+TEC	Fire	2-4	Snipe 2, Magic Transfer, +2 TEC	A surprisingly complex rifle reminiscent of the creations of an ancient race of mechanical beings.	8 RP

## Rayguns

Rayguns are special weapons that attack in a line. As such, a raygun's reach represents the length of the line rather than the traditional Mono reach.

Name	Damage	Element	Reach	Extra	Description	Cost
<b>Solder Raygun</b>	MAGd4	Beam	3		An industrial raygun made for mass production.	4 RP
<b>Warrior Lastyr III</b>	MAGd4+3	Fire	3		A flamethrower that looks like a traffic pylon.	4 RP
<b>Ophidian Radius</b>	MAGd8	Ether	4	Cast Beam Barrage	A sleek alien raygun.	6 RP
<b>Striker Strobe</b>	MAGd8+TEC	Thunder	5		It looks like a futuristic sword, but actually fires off lightning bolts.	6 RP
<b>Delta Faith</b>	2MAG+5%	Gravity	3	Cast Subterfuge	A high-tech firearm with tripod claws surrounding a pulsing gem.	8 RP

## Psycho Launchers

Psycho launchers can attack up to 3 targets at once; however, doing so causes the launchers to temporarily overheat. If you choose more than 1 target for your basic attack, those launchers cannot make another attack until your next turn has passed.

Name	Damage	Element	Reach	Extra	Description	Cost
<b>Storm Launchers</b>	MAGd6+STR	Gun	1-3		A pair of turrets that hover around the User's shoulders.	4 RP
<b>Soldier Psylans</b>	MAGd6-4	Beam	1-3	Passive Counter	Beam turrets made to protect the User from harm.	4 RP
<b>Warrior Ruina III</b>	MAG+2%	Gravity	2-3	+1 Energy	They appear to be floating security cameras; just don't look too close.	5 RP
<b>Ophidian Saboteurs</b>	MAGd8+MAG	Thunder	1-5	Cast Shooting Star	A futuristic pair of launchers that harness advanced technology to fire concentrated balls of electricity.	6 RP
<b>Striker Zorcyses</b>	MAGd10+2MAG	Ether	1-4	+2 TEC	Alien sentinels that keep a close distance to their User.	8 RP
<b>Delta Fwooshers</b>	MAGd12+TEC+4	Fire	1-3	+1 MAG, +1 TEC	Primitive launchers that fly using repurposed insect wings.	8 RP

## Multigun

Name	Damage	Element	Reach	Extra	Description	Cost
<b>Delta Bliss</b>	3SKLd4 + LCK	Ether	1-5	Cast Boost Barrel, Cast Cannon Barrel, Cast Ether Barrel, Cast Sniper Barrel	A futuristic cross between a cannon, a missile launcher, and a sniper rifle. It looks like a closed, mechanical flower bud, but unfolds into many forms.	Special



## What's Next?

This was quite a big supplement; however, my plans for it are not done quite yet. In the future, I plan to add an entirely new weapon, gear, and augment system; feats for each of the class skills; an optional ruling for soul voices; the notably-missing “Skell” mechs; and a Bestiary with many of Mira’s inhabitants and visitors, complete with the Xenoblade X party members and their unique Affinity Arts as unlockable abilities.

These are, of course, incredibly lofty ambitions and should not be expected to be completed any time soon. If any of these ideas interest you, feel free to iterate on these ideas and share them with the community.

Oh, and I suppose that the Battle Arts will need proper descriptions eventually... I suppose that means I need to play more X.

<3

~Adie