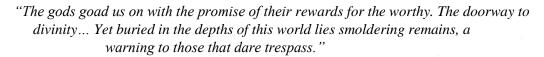
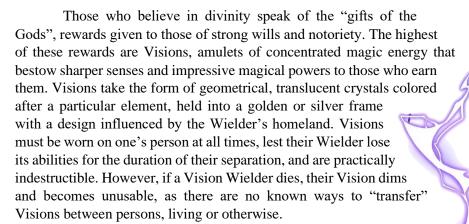
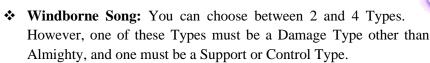


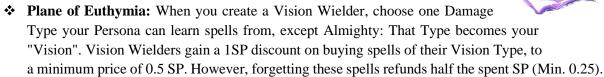
Vision Wielders











- ❖ Vago Mundo: For every six spells of your Vision Type (this includes repeated uses of the same spell), spells of your Vision Type gain +1 SKL for damage calculation and +1 TEC to roll hit, where applicable. This is not considered a Buff effect, cannot be dispelled and stacks with Buff effects. However, you lose this effect if you have less than six spells of your Vision type in your deck
- ❖ Physic of Purity: Every time your Starter Persona levels up, it gains 2 SP, instead of 1.





Each of these feats can only be taken once.

Name	Effect	Req.
Elemental Reaction	Once per combat, after you deal damage of your Vision Type against a target, you can choose one ally you can see as your Interrupt action: That ally's next attack of a Type that isn't your Vision Type ignores Resistance and Buff effects (including hit calculation).	Vision Wielder Class, CLv 4 or higher.
Weapon Enhancement	When you choose this Feat, choose one Weapon Class (Swords, Firearms, etc.). You have +1 HDC for all attacks declared with that Weapon Class. If you have the <i>Mastery</i> Feat for that Class, you also gain +1 Critical Margin for attacks declared with that Weapon Class.	Vision Wielder Class















This is a homebrew supplement for the Grimoire of Heart! Although it was created by the writers of the Grimoire, it was made for fun and may not be accurately balanced to be on-par with the official Grimoire features. Please direct any questions or suggestions to the author(s) of this supplement: *Tsumi#8400*

The author of this supplement **allows** the development of extra content using this supplement as a base.

The author of this supplement **allows** the development of content that reimagines or "remakes" the content of this supplement.