



Class – Keyblade Wielder

*“A scattered dream that’s like a far-off memory. A far-off memory that’s like a scattered dream.
I want to line the pieces up – Yours and mine.”*

From times immemorial, warriors of Light gave their all to beat back the ever-encroaching Darkness and its grasp on human hearts. This endless war gave birth to the Keyblades, weapons that choose those worthy to seal the many scattered realms and save them from darkness. This amazing power can be passed down from master to apprentice, granted to those with pure wills, or even gifted to those who seek power to themselves.

❖ **Simple and Clean:** Keyblade Wielders wield their Starter Personae similarly to other Users. In addition, at character creation, they gain a **Kingdom Key** (see **Keyblades**, below) for no cost.

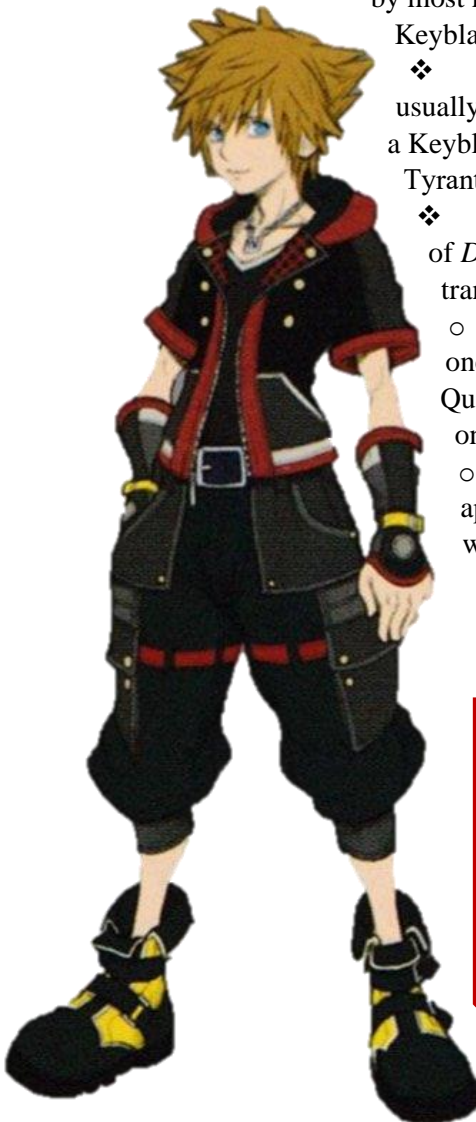
- Keyblade Wielders can manifest any Keyblades on their inventories as a free action during their turns, dismissing any weapons they have equipped. If a Keyblade Wielder has the *Mastery Feat* for any weapon class, this ability extends to all weapons of that class also;

- The ability to manifest a Keyblade is innate to all Wielders and cannot be prevented by most means, representing their strong wills and focused hearts. Whenever a Keyblade Wielder fails to manifest their Keyblade, they receive 1 Aspect Point;

❖ **Sealing the Keyholes:** A Keyblade Wielder’s primary motivation is usually to protect the split realities, and this extends to the Metaverse. Whenever a Keyblade Wielder participates in defeating a Tyrant, they gain SP equal to that Tyrant’s Level.

❖ **My Friends are My Power:** Keyblade Wielders can tap into the power of *Drive*, a strange energy born from the bonds between allies, to briefly transform into augmented forms of themselves.

- Keyblade Wielders can choose one ally currently in combat and enter one of the *Forms* listed below. Triggering a Drive Form is considered a Quick action. The duration of this Form depends on which is taken. This can only be done once per day, resetting at the start of the Morning block (6 am).
- If your target Class does not have an assigned effect, choose an appropriate effect from the table below and apply it, or discuss a new effect with your Narrator in the future.



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.

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Class	Form	Effect
Keyblade Wielder	Master Form	Increase your movement allowance by 2. You can ignore obstacles and elevations up to twice your height. You may declare one basic attack as a Quick action per round, but it cannot deal critical hits. These effects last for 3 rounds, including the one used to trigger this effect.
Emergent	Wellspring Form	Until the end of your next turn, you can choose to ignore Energy costs of one spell you cast, once. This includes Energy costs of re-casting, and optional Energy costs described in the spell.
Wildcard / Uninvited / Devil Summoner	Masquerade Form	Until the end of your next turn, you may choose to cast a spell from any deck of the chosen User's Persona list. You do not need to pay Energy to cast this spell unless a cost is stated on its effect. You may cast a spell this way even if all of its uses are Repressed.
Shadow / Humanity Companion	Umbral Form	Until the start of your next turn, Shadows cannot see you, nor choose you as targets for attacks. You can still be damaged by area-of-effect spells.
Suppressor / Innocent	Papillon Form	Remove all Debuff effects active on you. You gain a +2 boost to any two Combat Skills for two rounds. This stacks with Buff effects.
Beacon / Tensei	Radiant Form	Whenever you or the chosen target take damage, you can choose to split half the damage taken between you and the target. Apply damage resistance, actions triggered by damage and Type Interactions to both instances of damage.
Attendant	Velvet Form	Until the end of your next turn, you may choose the Natural Skill of any User in the current combat: You gain the effect of that Natural Skill (for its stated cost, if any).
Nahobino	Enshrined Form	When you choose to enter this Form, choose one other target you can see (this can include the same User used to trigger this Form): Choose up to four Interactions you know from that target: Override your Interactions with those for three rounds. If the target is under the effects of Tetrakarn and/or Makarakarn, consider their appropriate Interactions as Reflect for the purpose of this Form.
Marebito	Ravenous Form	When you choose to enter this Form, choose one other target you can see (this can include the same User used to trigger this Form): Copy all Buff, Charge and Defense effects active on this second target to yourself, at the same remaining duration of the original effects. Then, you can choose to remove these same effects from the target.
Navi	Sage Form	<p>Until the end of your next turn, whenever you deal damage to a target with an attack, you can choose one of the following effects:</p> <ul style="list-style-type: none"> ❖ Reveal the target's current and maximum HP ❖ Reveal Interactions on the target equal to your Courage Tier ❖ Reveal the target's Dispositions, their effective Social Skills and any limitations on negotiating with the target <p>If you hit more than one target per attack, choose one of those targets to apply the chosen effect.</p>
Artificial	Berserk Form	Until the end of your next turn, ignore penalties accrued by having your Energy below zero. Additionally, you can use your movement or standard action to sacrifice your HP in increments of 10% of its maximum. For each 10% HP lost this way, increase your current Energy by 1, up to your Energy maximum.
Mirage Master	Inspired Form	For the next 3 rounds, all of your hit, dodge and damage rolls gain a 2X buff, where X is either your highest Social Skill Tier or your targeted ally's (your choice). This is a Buff effect that stacks with other Buff effects.



Keyblades

All Users can buy and wield Keyblades, but only Keyblade Wielders can benefit from the perks described in the *Simple and Clean* feature. Keyblades take the form of large “keys”, approximately 1 meter, or slightly over 3 feet, from base to tip, with a small chain and charm attached to the base. Keyblades deal Physical damage unless stated otherwise.

Name	Damage	Reach	Extra	Description	Cost
Kingdom Key	SKLd4	1	When equipped by a Keyblade Wielder: +1 Max Energy	A simple silver key with a yellow handle, light and easy to use, decorated with a three-disc silver charm said to resemble a king.	1 RP
Skull Noise	SKLd6	1	Cast <i>Assault Dive</i> (Tier I, pg. 88). You may pay 1 extra Energy: use MAG instead of STR to calculate damage for Assault Dive.	A modern-looking Keyblade with a purple guard, tribal-style blade and a fashionable cat at the end of a red cord as its charm.	2 RP
Shooting Star	STRd6	1	Cast <i>Tarukaja</i> (Tier I, pg. 112)	A broad Keyblade of flowing blue, purple and yellow designs and a round guard, decorated with a gentle crystalline star.	2 RP
Oathkeeper	STRd8 + 6	1-3	Cast <i>Hamaon</i> (Tier III, pg. 101)	A lovely white key with guards resembling wings and tipped with a blue star. Its charm is a tan star decorated with a feather.	4 RP
Oblivion	STRd4 + LCK	1	Declare 2 attacks per turn. The second attack cannot deal critical hits.	A sinister, jet-black key decorated with bat wings and a purple gem. Its charm is a dark crown that swings heavily.	4 RP
Rejection of Fate	STRd10	1-2	Pay 1 Aspect Point: Cast <i>Recarm</i> (Tier I, pg. 107)	A sleek key with a triangular silver blade and black, three-tipped teeth. Its unusual charm seems to depict a simple, winged human figure.	8 RP
Ultima Weapon	SKLd12	1-2	+1 STR, +1 MAG, +1 TEC, +1 AGI, +1 VIT, +1 LCK. Cast <i>Megido</i> (Tier III, pg. 105)	A long sword crowned by a golden and fiery filigree, heart-shaped engravings and delicate spokes. Its charm, a yellow crystal, floats gently behind the Keyblade as it moves.	Special

