



# ***SOUL HACKER HANDBOOK***

**SUPPLEMENTARY CONTENT FOR  
THE GRIMOIRE OF HEART**



Welcome, Devil Summoners! This document is an add-on for the [Grimoire of Heart](#) released separately to commemorate the release of Soul Hackers 2.

This content was written and balanced to be on-par with the core Grimoire content, but can be more mechanically advanced than core content. Make sure your Narrator allows Sea of Souls content before using it.

If you somehow have this document and not the core Grimoire release, you can [download it here](#).

As always, a big thank-you to Sanerion, Amethyst, mind\_faze, and everyone else in [our Discord server](#) for contributing concepts and feedback for the Grimoire and this guide!

If you're looking for fan-made crossover content, check out [the Heartverse](#).

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This book includes illustrations some readers may find disturbing or inappropriate. A few illustrations contain sparse, non-sexual depictions of partial nudity or sexual symbolism, religious symbolism from several mythologies and religions, and references to death, bodily harm and extremist ideologies.

Exercise caution if these subjects are uncomfortable to you.



## Class – Devil Summoners

*“Tokyo, 199X: A freak accident with a teleportation device causes strange beings to appear in Kichijoji... The people who see these beings call them Demons.”*

From time immemorial, humans told stories of demons. Creatures that lurk in darkness, carrying powers far beyond those of humans. The temptation to bind demons to our world, to force them to obey humanity’s will, has been the source to many theories, most involving complex rituals and thorough comprehension of the nature of demonic power. But what if rituals could be stored as data, and replicated by anyone with access to a digital device? What course would humanity take with the powers of a Devil Summoner?

*For the purposes of this Class, consider all mentions of Demons or Devils to be equivalent to Shadows or Personae in the core Grimoire book.*

- ❖ **Demon Busters:** Devil Summoners get a Starter Persona (also known as a Starter Devil) like all other User Classes, and can add new Demons to their list by negotiation, following the standard negotiation rules, except for the following: If a negotiation would result in Failure or Nothing, the negotiation target will always choose to attack, if able. Devil Summoners can carry up to 3 Demons in their stock. This limit increases by 1 whenever the User gains a permanent boost to a Combat Skill.
  - Devil Summoners have access to Fusion and Sacrifice, but not Seclusion, and can perform these rituals directly from their COMPs, outside of combat.
- ❖ **Overclock:** Once per combat, you may choose one Demon on your list, except your currently summoned Demon: Choose a spell from its deck, spend 1 Energy, plus its normal Energy cost and any spell-specific costs, and cast that spell as if it were on your summoned Demon’s deck. This spends the same action as the spell’s stated cost, and does not spend that spell’s use.
  - ❖ **Laplace:** Devil Summoners bypass the requirements for the Potential, being able to summon Demons to their aid by using a device known as a COMP. COMPs come in many shapes and interfaces, being as simple as a motion-tracking bracelet or as complex as futuristic gun-shaped devices.
    - Your COMP choice is permanent. COMPs are biometrically assigned to each Devil Summoner and cannot be operated by anyone but their owner.
    - If you destroy or lose your COMP, you cannot summon any Demons, including your Starter, but you can still access the Metaverse normally, and you can choose to recover your COMP in the next Time Block by reducing your next RP gain to zero. This also disables any other COMP you owned.
    - When creating a Devil Summoner, choose a form for your COMP and one of the seven Categories below, gaining the appropriate boons.





Name	Effect	Description
<b>Arm Terminal</b>	Bypass the “1 Energy” cost of triggering Overclock. Once per day, when you trigger Overclock, you can choose to Repress the chosen spell: You do not spend Energy to cast that spell or activate that spell’s extra effects, if any.	An arm-mounted computer with a simple interface. Some models include an attachment that the Summoner wears over their eyes that feed them important battle info.
<b>GUMP</b>	Whenever you gain a new spell that does not have the Unique category, you gain two uses of it instead of one. This does not apply when you spend SP to upgrade a lower Tier skill into a higher Tier.	A sophisticated gun-shaped computer with a screen, keyboard and full internet capabilities that can collapse into a small rectangle when not in use.
<b>Kuzunoha Tubes</b>	You gain +1 Social Tier for all negotiations, but you cannot risk a dice category higher than a d4 during negotiations. Once per day, if you succeed in a negotiation, you do not spend the action for that negotiation.	Silver cylinders, each containing the essence of a different Demon. They open up during summoning through a delicate mechanism and reveal a glowing green interior.
<b>CEMP</b>	Once per combat, you can use a consumable item as a Quick action.	<i>“Component Ejection and Mobility Parabellum”</i> , a COMP equipped with a mechanical system that can retrieve and manipulate objects faster than the eye can see.
<b>Avalon</b>	During your weekly RP reset, you can choose to retain RP equal to half your highest Social Skill Tier.	A large golden broadsword equipped with a modern processor.
<b>COMPrella</b>	You don’t take damage from effects that specify a space, you are immune to all effects that denote targets “within a Circle”, and you take no damage from effects that denote “adjacent units” as targets if you’re not the main target.	A frilly gray parasol. It doesn’t have an interface to summon demons, but does so in response to rhythmic waving.
<b>Laplace Protocol</b>	Tyrant Shards you are carrying only take up one demon slot. Activating the second effect of Essence of the Great Lords costs 2 Energy, instead of the usual 4.	An app installed on the Summoner’s phone or a similarly portable device.

- ❖ **Essence of the Great Lords:** Whenever a Tyrant is defeated, all Devil Summoners in combat gain a *<Tyrant’s Name>’s Shard*, a symbol of its power. This Shard takes up two of your Demon stock slots, but cannot be summoned as a Demon. Instead, you may choose to use Overclock to temporarily call upon that Shard, granting you one of the following effects (your choice). You can only do this once per day. You can also choose to Sacrifice the Shard to distribute SP equal to its Level amongst your other Demons.
- Replace your summoned Demon’s Natural Skill by that Tyrant’s for 3 rounds;
  - Spend 4 Energy, on top of the casting cost for Overclock: Cast one Tier 5 spell of one of the Tyrant’s Types as if it were on your summoned Demon’s list;





## Weapons

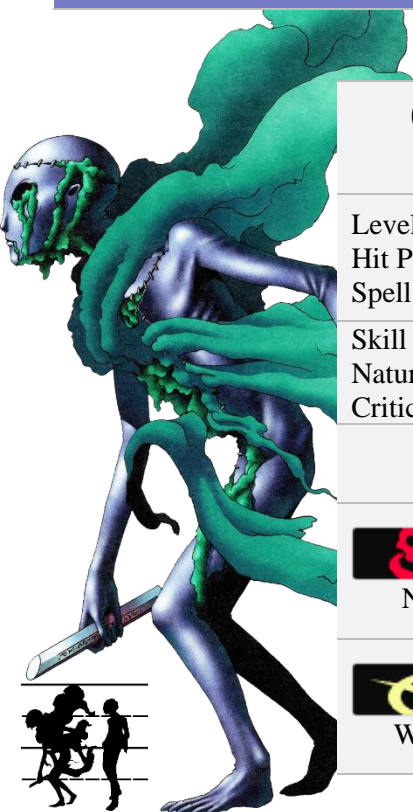
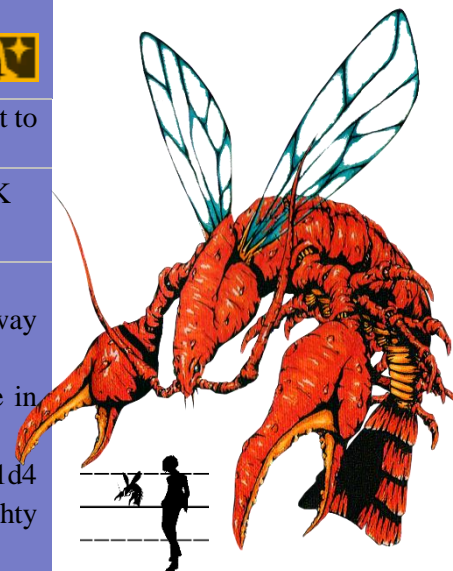
Name	Category	Damage	Reach	Extra	Description	Cost
<b>Tommy Gun</b>	Firearm	MAGd6 + TEC	1-3	Piercing 2	A large machinegun decorated with a sharp stenciled smile.	5 RP
<b>Stigma</b>	Dagger	SKLd6	1-3	Declare up to two attacks per turn	A pair of gray sai daggers with spiraling red engravings.	6 RP
<b>Type 90 Summon Gun</b>	Firearm	MAGd6	2-4	+3 Energy	A hefty, modern-looking revolver that infuses a violet tracer into every bullet.	6 RP
<b>Lost Number</b>	Bow	SKLd10 + 5	1-2	Grants <b>PSY Amp</b> (PSY spells you cast deal 50% more damage.) (Core, page 107)	A massive futuristic cannon decorated with colorful stickers.	8 RP
<b>Antikythera (Sword)</b>	Sword	MAGd8 + 12	1	Quick action: Change into Gun form. While in Sword form: +1 Tier to all Social Skills; Fortify <All> VIT;	A transforming computer that changes instantly between forms. The Sword form is a long katana decorated with a puzzling geometric pattern.	Special
<b>Antikythera (Gun)</b>	Firearm	MAGd12 + MAG	1-3	Quick action: Change into Sword form. While in Gun form: Move AGI; Null Physical;	A transforming computer that changes instantly between forms. The gun form is a large rifle with a revolving barrel and neon green details.	











## Shadows

Enemies tagged as “Humans” are denoted by a light purple stat block and function slightly differently from normal Shadows: Although they respond to negotiation, they do not have a “Persona/Card” negotiation result, giving instead an Item or RP as the highest possible reward. Additionally, Class Features that copy information from Shadows cannot target Humans, and they cannot be obtained through Fusion.


Dead Lobster		Level 2 Hit Points: 14 Spell Points: 3	Types 	Disposition(s): Noble 	
XVI – Tower					
Rumor Skill: <b>Sleeping with the Fishes</b> – While in Death's Door, you can spend 1 Aspect Point to declare a movement action during your turn.					
STR	MAG	TEC	AGI	VIT	LCK
1	1	7	8	1	1
<b>Briny Soul (P):</b> All damage Dead Lobster takes, from any source, is reduced to 1.					
<b>Un-sea-n Apparition (P):</b> When combat starts, Dead Lobster is placed exactly 22 meters away from one User. Users are strongly encouraged to keep their distance from Dead Lobster.					
<b>Pacific Motives (P):</b> Dead Lobster cannot declare basic attacks. If all Users in combat are in Death's Door, it leaves combat and does not reward any Experience.					
<b>Deboning:</b> One adjacent target. On hit: Target enters Death's Door and Dead Lobster takes 1d4 (2) points of Almighty damage (this damage ignores Briny Soul). This is considered an Almighty Death Category spell.					
A creature from the depths of the sea that resents the cruel treatment it got in life, seeking to cause the same pain inflicted on it upon humans.					









Cosmo Zombie		Types			Disposition(s):	
XVII – The Star					Insane	
Level 4		A creature from another planet, possessed by magic long after its				
Hit Points: 90		death. Despite possessing advanced technology capable of				
Spell Points: 5		interstellar travel, this creature still fell prey to ancient tribal rituals.				
Skill Bonus: +4 Expression						
Natural Skill: <b>Malignity of the Stars</b> – You can spend 2 Energy to grant an Almighty spell you cast						
Critical Margin +2, but that attack does not deal extra damage if a Critical Hit is scored						
STR	MAG	TEC	AGI	VIT	LCK	
1	5	4	5	5	2	
		<b>Mazio:</b> Any number of targets Cosmo Zombie can see. On hit: 5d4-3				
Null	Null	(9) Thunder damage and 5TEC% (20%) Shocked chance.				
		<b>Paral Web:</b> A circle a with 4 meters of radius centered on Cosmo				
		Zombie that lasts for 3 rounds. Any User that enters this circle takes 5d6				
		(17) PSY damage and has a 20% chance to suffer Stunned (no check)				
		<b>Return to the Stars:</b> One target within 8 meters. On hit: 5d4 (12)				
		Almighty damage and Cosmo Zombie is moved to an adjacent position				
		to the target, if possible.				
						
Weak	Weak					

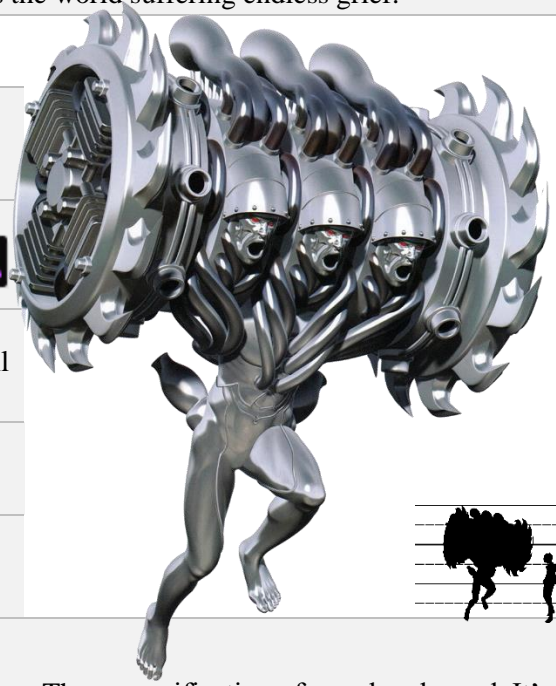






<h2 style="margin: 0;">La Llorona</h2> <p style="margin: 0;">III – The Empress</p>		<p>Level 7</p> <p>Hit Points: 66</p> <p>Spell Points: 8</p>	<p>Types</p> <div style="display: flex; justify-content: space-around;">    </div>			
<p>Skill Bonus: +1 STR, +4 Charm</p> <p>Natural Skill: <b>Suffocating Grudge</b> – Whenever you take damage from an attack, you can move up to 1d6 meters towards the unit that dealt that damage, for no action cost.</p>		<div style="display: flex; justify-content: space-around;">   </div> <p style="margin: 0;">Reflect      Weak</p>				
STR	MAG	TEC	AGI	VIT	LCK	Disposition(s):
6	5	4	4	3	2	Aggressive 
<p><b>Grasp:</b> One target within 6 meters. On hit: 6d8 (27) Physical damage and the target cannot from their position until the end of La Llorona's next turn.</p> <p><b>Drowning Embrace:</b> One adjacent target. If the target cannot move from its position, this attack does not allow rolling to dodge. On hit: The target cannot declare standard or movement actions until the end of La Llorona's next turn and takes 5d10 (27) Ice damage.</p> <p><b>Desperate Wail:</b> Any number of targets. 20+5TEC% (40%) chance of Slowed. If a target fails the resistance check for Slowed, they cannot move from their current position until the end of La Llorona's next turn.</p>						
<p>The “Crying Woman” of Mexican folklore. A woman said to have drowned her own children, who now wanders the world suffering endless grief.</p>						

<h2 style="margin: 0;">Chemtrail</h2> <p style="margin: 0;">IV – The Emperor</p> <p>Level 14</p> <p>Hit Points: 180</p> <p>Spell Points: 15</p>		<p>Disposition(s):</p> <p>Noble </p>			
<p>Skill Bonus: +2 MAG, +2 AGI</p> <p>Natural Skill: <b>Emergency Exhaust</b> – Whenever you cast a Status spell, all adjacent units to you have the same chance to suffer that Status</p>		<p>Types</p> <div style="display: flex; justify-content: space-around;">    </div>			
STR	MAG	TEC	AGI	VIT	LCK
1	7	7	8	6	2
 <p>Null</p>	 <p>Null</p>	 <p>Resist</p>	 <p>Weak</p>		



**Airborne (P):** Toxic is considered a Misc Status effect that can be cured by the same effects that cure Poison.

**Mercury Trail:** 15+5TEC% (50%) chance to cause the Toxic Status effect.

**Pulverizing Run:** Any number of targets. On hit: 7d6 (24) Fire damage. If the target is Toxic, this attack has a 100% chance to cause Stunned.

**Population Control:** One target within 8 meters. On hit: 7d10 (38) Nuclear damage. Removes the Toxic Status from all units suffering from it. For each Status removed this way, this attack deals 1d10 extra Nuclear damage.

The personification of an urban legend. It's said that governments of the world release chemicals in the sky to cull the population and test new bioweapons, leaving thin white streaks on the sky, similar to clouds.



## Humans

### Killer Chopper

Human

Level 4  
Hit Points: 90

Disposition:  
Aggressive



STR  
5

MAG  
1

TEC  
6

AGI  
3

VIT  
5

LCK  
4



Resist



Weak

**Bullet Rain (P):** Killer Chopper declares up to two attacks per round.

**Happy Trigger:** Up to 3 targets within 6 meters. Hit: STRd4 (12) Physical damage. This is considered Killer Chopper's basic attack.

Hired killers armed with old-fashioned automatic guns. They fire indiscriminately into crowds to assert their power.

### Patriot

Human

Level 6  
Hit Points: 110

Disposition:  
Insane



STR  
4

MAG  
1

TEC  
6

AGI  
6

VIT  
5

LCK  
4



Null



Weak

**Taunt (Buff):** Patriot and any number of targets receive the following effect: +2 STR, +2 MAG, -2 AGI, -2 TEC for 3 rounds.

**Tathlum Shot:** One target within 8 meters. +1 HDC. Hit: STRd6+4 (18) Physical damage.

**IED:** One target within 5 meters. On hit: STRd4 (10) Fire damage. On miss: Deals half the rolled damage.

A nationalist fanatic who's lost all reason in search of his personal utopia: A world ruled by a single country.



### Rastaman

Human

Level 7  
Hit Points: 175

Disposition:  
Devilish



STR  
3

MAG  
5

TEC  
5

AGI  
1

VIT  
8

LCK  
2



Resist



Weak

**Rest:** Rastaman recovers VITd4 (20) HP

**Poison Spit:** Up to 3 targets within 3 meters. 25+5TEC% (50%) Poisoned chance.

**Stab:** One adjacent target. On hit: 3d10 (16) Physical damage. Guaranteed Critical hit if the target is Poisoned.

A tourist from another country with a taste for human blood. It's said he's traveling to learn more about different types of potential victims.





## Mad Gasser

Human

Level 9  
Hit Points: 130

Disposition:  
Chaotic



STR	MAG	TEC	AGI	VIT	LCK
1	4	9	7	5	2



Reflect



Weak

**Vaporize:** All targets between Mad Gasser and one point within 4 meters. On hit: MAGd6 (14) Almighty damage and 5TEC+5% (50%) Poisoned chance.

**Pandemic Bomb:** All units. 10TEC% (90%) Slowed chance.

**Corrosive Spray:** One target suffers from Weakness to Status for 3 rounds.

A mysterious man who sprays people with an odd, sweet gas seemingly at random. Those who inhale the gas suffer from intense headaches and vomiting.



## Urban Terror

Human

Level 11  
Hit Points: 104

Disposition:  
Snobbish



STR	MAG	TEC	AGI	VIT	LCK
8	1	4	4	8	2



Reflect



Resist

**Aim:** One target Urban Terror can see. Deals 8d10-4 (40) Physical damage. Does not check for dodge.

**Hostage:** One adjacent target cannot move from its position. Whenever Urban Terror takes damage, half the damage is dealt to this target instead. These effects last until the end of Urban Terror's next round.

A terrorist who is willing to risk everything for his deranged ideals. A man full of hatred and prejudice, manipulated by those more powerful than him.

## Executioner

Human

Level 15  
Hit Points: 272

Disposition:  
Insane



STR	MAG	TEC	AGI	VIT	LCK
7	7	9	1	8	1

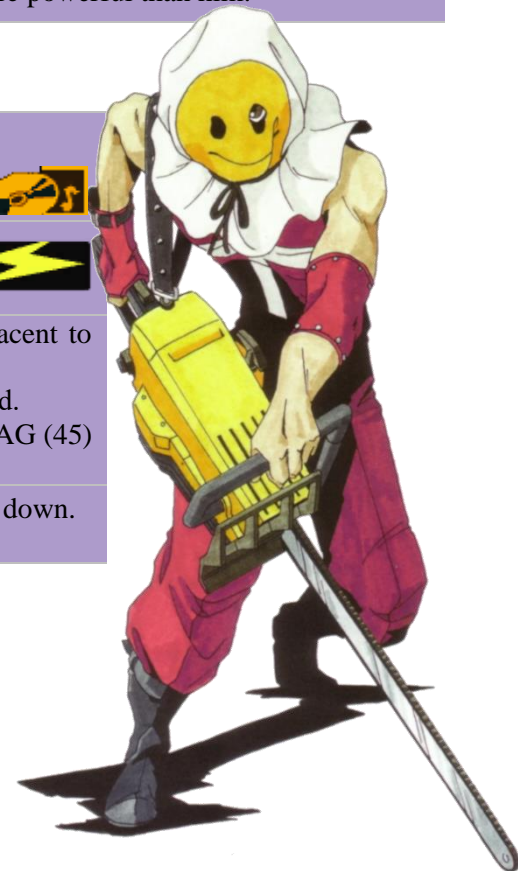


**Madman's Rush (P):** At the start of each of his turns, if there are no Users adjacent to Executioner, he gains +10 movement allowance for this turn.

**Rip (P):** If Executioner puts a target in Death's Door, he gets an extra turn this round.

**Tear:** One adjacent target. On hit: STRd12+STR Physical damage *or* MAGd12+MAG (45) Thunder damage.

A madman who travels the countryside looking for innocent victims for him to cut down. He has no clear motive besides reveling in violence.



# Doppelganger

0 – The Jester

At the start of combat, a Doppelganger summons more Doppelgangers until there are an equal number of Users and Doppelgangers in combat.

Each Doppelganger assumes the form of one User and copies the following features from their targeted User:  
Maximum HP, Level, Combat Skills, Types, Type interactions and Spells.

Does not respond to negotiation, cannot be acquired through Fusion.  
Class Features that target Shadows cannot target Doppelgangers.

**Mercurial:** Doppelganger gains +1 HDC *or* +1 DDC until the end of its next round.

**Rippling:** Doppelganger gains +5 movement allowance for the next 3 rounds.

**Shattered Mirror (P):** If a User enters Death's Door, their Doppelganger is removed from combat immediately, and does not reward the party with Experience Points.

A shapeless phantom that can steal people's appearances, although this ability isn't perfect. If you see your own Doppelganger, it might be a sign of great misfortune in your immediate future.



## Optional Ruling – Sabbath Attacks

This variant rule rewards strategic play with powerful combined attacks. Every time a User hits a Shadow's weakness during their turn, grant the party one Sabbath Counter. Note that you only gain one Counter per turn, even if you hit multiple weaknesses during that turn. Any User who can declare basic attacks can spend between two and four Sabbath Counters to declare a Sabbath Attack as a standard action:

- ❖ For each Counter spent this way, choose one Persona a User in combat owns. This Persona does not need to be active or equipped;
- ❖ For each Persona selected this way, roll the damage dices specified in the “PLv.” table below, add all rolls and divide the damage equally amongst all enemy Shadows, rounding up. This damage is considered Almighty and does not check for dodge;
- ❖ If you spent four Sabbath Counters, choose one Persona you selected for the Sabbath: Your Sabbath Attack gains an extra effect based on the chosen Persona's Arcana, according to the “Tandem Effects” table below;

PLv.	Damage
1-4	2d6
5-8	3d6
9-12	3d8
13-16	4d8
17 and over	4d10

Arcana	Tandem Effect
<b>0 – The Fool</b>	Move yourself to the start or the end of the initiative queue (your choice). This takes effect at the start of the next round.
<b>I – The Magician</b>	Heal one Status effects from each User in combat.
<b>II – High Priestess</b>	Until the end of the next round, all Users can switch between Personae as a Quick action.
<b>III – The Empress</b>	Each target that takes damage from this Sabbath has a 30% chance to suffer Charmed.
<b>IV – The Emperor</b>	Choose one target that took damage from this Sabbath: If this Sabbath would kill that target, it instead survives with 1 HP, then initiate negotiation with that target immediately, for no action cost, and you gain a +1 bonus to that negotiation.
<b>V – Hierophant</b>	All Users gain <i>Resist Status</i> until the end of the next round. This is a Buff effect.
<b>VI – The Lovers</b>	Each target that takes damage from this Sabbath suffers -1 HDC for the next attack it declares. This is a Debuff effect.
<b>VII – The Chariot</b>	You can declare one extra Quick Action per round, until the end of the next round.
<b>VIII – Justice</b>	You take half damage from the next instance of damage you receive.
<b>IX – The Hermit</b>	You gain +2 DDC until the start of your next turn.
<b>X – Wheel of Fortune</b>	Replenish all your Luck Charges
<b>XI – Strength</b>	Until the end of your next turn, you can declare negotiation with any Shadow that responds to negotiation, ignoring normal limitations.
<b>XII – Hanged Man</b>	You can change the Type of the damage of this Sabbath to any Damage Type of any Persona chosen for this Sabbath.





<b>XIII – Death</b>	If you were to enter Death’s Door before the end of your next round, you survive with 1 HP.
<b>XIV – Temperance</b>	Choose one target that survived this Sabbath: Reveal its Maximum HP and up to 4 of its Type interactions, your choice.
<b>XV – The Devil</b>	Targets that took damage from this Sabbath cannot move or be moved from their positions until the end of your next turn.
<b>XVI – The Tower</b>	Apply the effects of Tarundamon, Rakundamon or Sukundamon, your choice (Core Page 126 and 127), to all targets that took damage from this Sabbath.
<b>XVII – Star</b>	You can perform another standard action immediately after this Sabbath’s damage calculation.
<b>XVIII – The Moon</b>	Each target that takes damage from this Sabbath has a 30% chance to suffer Fearful.
<b>XIX – The Sun</b>	Restore 100% of your HP
<b>XX – Judgement</b> <b>XX – Aeon</b>	This Sabbath deals 50% more damage.