



# ***TOKYO 20XX***

**SUPPLEMENTARY CONTENT FOR  
THE GRIMOIRE OF HEART**



## Class Variant – Innocent

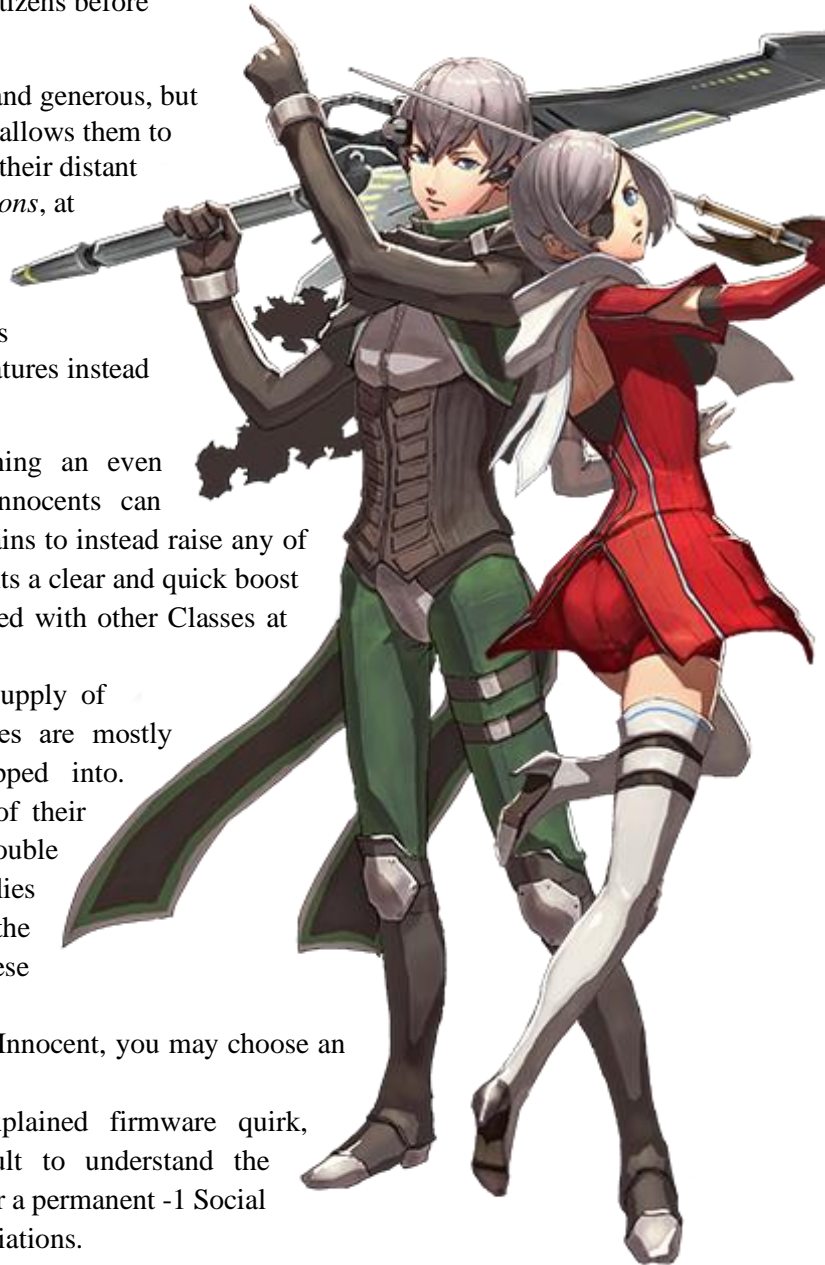
*“A machine designed after a child? You sure found something unusual in those Tunnels....”*

The Innocent are often cited as humanity’s blooming hope against the ever-encroaching catastrophes of the world, infinitely complex humanoid machines that do exactly as they’re told, bearing the combined knowledge of humanity and doing jobs that are too risky for humans to do. However, a scant few of these Innocents break free of the mold they were designed to fit, gaining free will and being admitted as full citizens before long.

Innocents are generally seen as kind and generous, but with a strong sense of self-preservation. This allows them to blend in more easily into human society than their distant relatives, the *Anti-Shadow Suppression Weapons*, at the cost of somewhat diminished combat capabilities.

Mechanically, Innocents are treated as Suppressors, but with the following Class Features instead of the Suppressors’:

- ❖ **Streamlined Machine:** Upon gaining an even Character Level (2, 4, 6, etc.), Innocents can substitute one of their Social Skill gains to instead raise any of their Combat Skills by one. This grants a clear and quick boost in combat capabilities when compared with other Classes at the same level.
- ❖ **Vast Database:** The near-endless supply of data stored in the Innocents’ drives are mostly encrypted, but can rarely be tapped into. Innocents can learn spells outside of their Types. However, these spells cost double their normal SP price. This only applies to acquiring these spells. Consider the price for upgrading or forgetting these spells their normal cost.
- ❖ **Glowing Hearts:** When creating an Innocent, you may choose an extra Aspect, for a total of five.
- ❖ **Worlds Apart:** Due to an unexplained firmware quirk, Innocents find it markedly difficult to understand the language of Demons. Innocents suffer a permanent -1 Social Tier penalty during all Shadow negotiations.





## 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 a futuristic gun-shaped device.
  - 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 three 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.



- ❖ **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 5 Energy: Cast one Tier 5 spell of one of the Tyrant's Types as if it were on your summoned Demon's list;

## Weapon Coatings

Weapon Coatings can be purchased and used by all Users. The effects of a Coating last for 24 hours once equipped. Unequipping or swapping out your Coating removes it from your inventory. Applying a Coating is considered a Quick action. Coating effects apply to all basic attacks and Physical Type spells you cast. Active Coatings are considered equipped to the User wielding them and can be noted down on the "Sidearm" block of your Character Sheet.

Name	Effect	Cost
<b>Advantage Point AP Rounds</b>	If you hit a target with a single-target spell or attack, you can choose the unit acting immediately before you in the initiative queue: Starting the next round, move your position in the initiative queue so you act immediately before that unit.	4 RP
<b>Runed Engraving</b>	Use SKL instead of STR for attacks. Your SKL ignores Buff effects, but not Debuff effects. You cannot deal Critical Hits under the effects of this Coating.	5 RP
<b>Blood Tinge</b>	Damage caused by your attacks cannot be healed. This extends to damage caused by Poison, if Poison was inflicted by your Physical attacks.	3 RP
<b>Gold Plating</b>	On hit, you may choose to spend X RP to add Xd4 damage of the same Type of the original attack.	1 RP
<b>Plasma Cartridges</b>	If you miss an attack, you still deal SKL damage, and can pay 1 Aspect Point to apply secondary effects as if you had hit the target.	4 RP
<b>Anti-Spell Grease</b>	On hit: Target suffers a penalty to their MAG equal to half your STR, rounded down (Minimum 1). This is considered a Debuff effect and lasts for 3 rounds.	4 RP
<b>Light Foam</b>	Decrease the damage dice category of Physical attacks you declare by 1. (Example: If an attack deals STRd6 damage, it now deals STRd4, etc.), but all Physical attacks you declare gain +2 HDC.	3 RP
<b>Exotic Toxin</b>	This Coating lasts 7 days, instead of the usual 1. On hit: If you hit a Non-Ultimate, Non-Tyrant Shadow, roll 1d100. On rolling a 1, that target is instantly slain and this Coating is removed from your inventory. This is considered an Almighty Death Category effect.	3 RP

## Feats

Name	Effect	Req.	Additional
<b>Smirk</b>	When you defeat a Shadow by dealing damage it's Weak to, you can choose to gain +1 DDC or +1 HDC until the end of your next turn.	CLV. 6 or higher	Can only be taken once
<b>Bribe</b>	Once per day, whenever you succeed at the highest result of a negotiation, you may choose to forsake gaining a new Persona to instead gain an item or RP, but you gain double what you would have gotten for that negotiation result.	Wildcard, Demi-Fiend or Devil Summoner only	Taking this Feat more than once increases the amount of times per day you can activate it.





## Optional Ruling – Wild Coating

This ruling adds a new Weapon Coating that costs 2 RP and has the following effect: Instead of your basic attack, you may choose to declare a Wild Attack. This is considered a basic attack, and deals the same damage as your currently equipped weapon, but its features are determined by rolling 1d6 three times, once for each of the following columns:

Result	Damage	Reach	Effect
1	Deals Fire, Ice, Wind, Nuke or PSY or Thunder damage (your choice).	This attack gains 5 meters of maximum Range.	This attack has a 30% chance to Poison.
2	Use your VIT score instead of SKL for this attack.	On hit, move to a position adjacent to the target, if possible.	If you miss this attack, you suffer the Fearful Status effect.
3	Consider your SKL as 1 for damage calculation.	Determine the range of this attack using the position of one of your allies.	If this attack kills its target, recover 1 Energy.
4	This attack deals half damage, but you can choose to hit another target in this attack's range.	On hit, move the target to a spot within your weapon's range (no check).	This attack deals 10% more damage for each meter of distance between you and the target.
5	Deal the rolled damage to all adjacent units to the target.	This attack's minimum and maximum range are tripled.	This attack has a 100% chance to Knockdown.
6	This attack deals half damage, but is a guaranteed Critical Hit.	This attack's maximum and minimum Reach become 1.	Lose HP equal to half the rolled damage.

