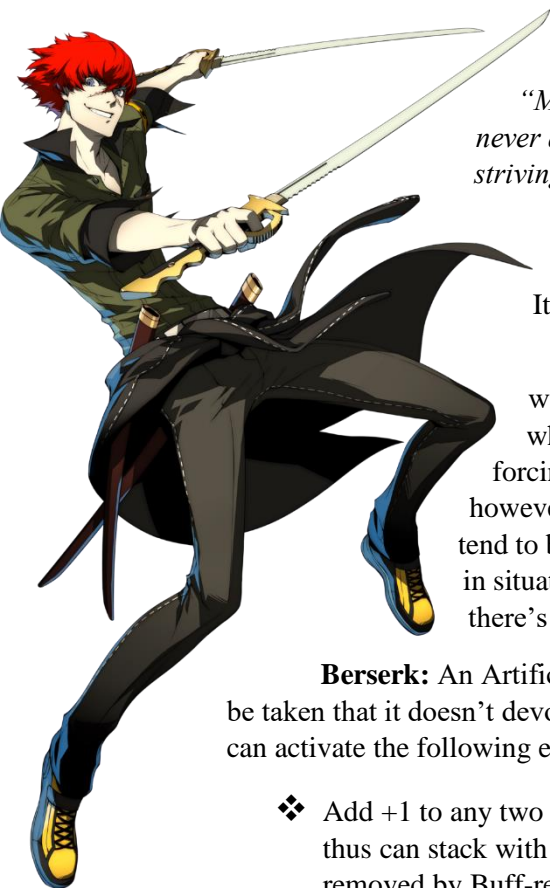




STREGA

SUPPLEMENTARY CONTENT FOR
THE GRIMOIRE OF HEART



Class – Artificial Users

“My life was stolen from me... And in its place, I was given a power I never asked for... And so, I learned that the future is a delusion. Only by striving to live every moment to its fullest can the soul truly be satisfied.”

The process of awakening one's Persona can take many forms, most brought upon by strong emotions and a fierce desire to survive. It can be fickle, time-consuming, and fallible.

But what if you could provide a clean, monitored environment with controlled stimuli and experiments to draw out one's Persona, whatever the cost? That was the inspiration behind experiments on forcing awakenings upon humans. The stress of these experiments, however, had disastrous consequences, as Personae that are forced to awaken tend to be unstable and violent, being capable of fatally wounding their Users in situations of stress. The original subjects of these trials are lost to time, but there's no telling when these inhuman experiments will be repeated.

Berserk: An Artificial User's Persona powers can be an explosive asset, but care must be taken that it doesn't devour their User in the process. Once per turn, as a quick action, you can activate the following effect:

- ❖ Add +1 to any two distinct Combat Skills. This bonus is not treated as a Buff effect, and thus can stack with Buff effects and previous activations of Berserk, and cannot be removed by Buff-removal effects.
- ❖ The User's Max HP is decreased by SKLd6 (STR or MAG, whichever is highest) and their Damage Reduction suffers a -2 penalty.
- ❖ These effects last until the User utilizes a time block to sleep. You cannot activate Berserk if it would reduce your maximum HP to 1 or less. Negative Damage Reduction values increase all damage taken that would be otherwise reduced.
- ❖ This effect can be used up to two times at Level 1. Increase this limit to up to three times at Level 5, then to four times at Level 10 and finally five times at Level 20. Uses are reset at the same time the effects are.

Amorphous Instability: Artificial Users' minds teeter on the brink of collapse, but this, too, can be used to great effect. Once per Combat, an Artificial User can attempt to mimic a Shadow's techniques and incorporate them into their arsenal.

- ❖ This is considered an Intel skill that treats Null, Drain and Repel Intel as Resist Intel. The range of this skill is equal to the User's currently equipped weapon, and it has an activation chance of $40 + (\text{SKL} + \text{TEC}) \%$.
- ❖ On a success, the User can choose up to two spells from the Shadow's spell deck (leaving it to the Narrator's discretion of which spells can be chosen from) and copy them into a separate spell deck. These spells must be of Types the Persona can learn.
- ❖ This special spell deck can only hold 6 spells. You cannot learn extra uses of these spells. All mimicked spells gain the following effect: “After casting, Repress this spell. This spell's Repression cannot be restored by any effects outside of rest.”. Forgetting these spells does not reward any SP. These spells have no Energy cost.

Enduring Spirit: Negative Raku, Suku and Taru effects applied on Artificial Users last one round less than their default duration.

Thank you Covelson#7777 and educis#4579 for contributing this Class concept!

Weapons

Name	Category	Damage	Reach	Extra	Description	Cost
Strega Grenades	Dagger	MAGd6+MAG	2-5	Deals half the rolled damage to enemies adjacent to the target	Precisely designed cognitive explosives that do not harm the user	4 RP
Chained Hatchet	Whip	STRd8+VIT	1-3	Recovers 1d6 HP on hit. -1 Death's Door counter.	An axe head attached to a collapsible chain, to be used with hopeless abandon.	4 RP
Idas	Firearm	MAGd6+6	1-4	You can choose to deal Dark Type damage instead of Gun.	The Slayer of Castor, an oversized revolver that's oddly warm to the touch.	3 RP
Tenacious Blade	Sword	STRd8	1	If you defeat an enemy with a Death Category spell, this weapon gains +1 HDC for 3 rounds.	A long, thin katana with a unique jagged grip and a partially serrated blade.	4 RP

Armor

Name	Damage Reduction	Bonus	Notes	Cost
Expert's Jacket	VIT + 3	Requires 2 STR to wear; -1 AGI	A green jacket with the padding replaced by firm plates that can deflect blows.	4 RP
Lolita Dress	1	+6 to dodge checks; Empathy Tier -1	A comfortable, form-fitting white dress with gentle, bloodstained frills.	4 RP
Belt and Jeans	2	Evade Gun 1	Tight, ripped jeans and a studded leather belt, best worn loose.	3 RP

Consumable Items

Name	Effect	Cost	Rarity
Sword of Page	Remove one Combat Bonus from one of your Personae and give it a +1 STR or +1 MAG Bonus. Bonus limitations still apply.	1 PR	1d2
Cup of Knight	Remove one Combat Bonus from one of your Personae and give it a +1 TEC or +1 AGI Bonus. Bonus limitations still apply.	1 PR	1d2
Coin of Queen	Remove one Combat Bonus from one of your Personae and give it a +1 VIT or +1 LCK Bonus. Bonus limitations still apply.	1 PR	1d2
Nihil Arm	A soft, pliable mass that assumes the form and effect of any weapon in the party's inventory until the end of combat. Activating its shape-shifting effect and equipping the Nihil Arm is considered a Quick Action that automatically unequips other weapons you're wielding. Regenerates into the User's inventory 1d4+1 days after being used.		Special

Feats

(Each of these feats can only be chosen once.)

Name	Effect	Req.
Diplomacy	Once per combat, upon attempting negotiation, you may risk a d4 and add the result to your check. However, if the value of this check is negative, subtract double the result from your check.	Wildcard Class, Tier I in at least two Social Skills
Manipulation	Once per day, upon succeeding on a negotiation's highest reward tier, you can choose to roll 1d4 and subtract it from your check. If this second result would give you an Item/RP reward, you get both the Persona and the Item or RP. This does not affect your initial roll's result.	Wildcard Class, Tier III in at least one Social Skill
Waning Pressure	Once per day, you can choose one Shadow in combat. If its level is lower than your Persona's, you gain +X HDC for all attacks against it for 3 rounds, where X is the difference between levels.	Emergent Class
Waxing Reach	Once per day, as a quick action, you can decrease the Energy cost of spells of one Type your Persona knows by 1 for three rounds.	Emergent Class
Armor-Piercing Materiel	Your basic attacks treat Null Physical/Gun as Resist Physical/Gun and do not trigger Counter Category skills.	Suppressor Class, Level 8 or higher
Ceramic Plating	If you're not wearing armor, you gain DR equal to half your Level, rounded down.	Suppressor Class
Cognitive Mimicry	Once per day, as your Interrupt action, you can choose one ally you can see and swap your Type Interactions with theirs until the end of the round.	Shadow Class
Shaped Essence	Once per day, you can assume the form of one small animal, like a cat, a bird, a fox, etc. until the end of the Scene. You can still communicate with other Persona Users normally. The transformation takes no more than a few seconds.	Shadow Class
Souls Aligned	Switching between your Personae is always treated as a Quick Action	Beacon Class, Level 8 or higher
Facing the End	If you take damage from an attack that puts you in Death's Door, you can deal the same amount of damage, of the same Type, to a target within 8 meters as your Interrupt action.	Beacon Class



Jin & Moros

Artificial Persona User
IX – The Hermit

Level 10
Hit Points: 260



Reflect



Null

Tactical Advantage – At the start of each round, Jin can swap his place on the initiative queue with the character that acts immediately before him in the queue. If Jin is the first character in the initiative queue, all attacks he declares deal 20% more damage.

STR	MAG	TEC	AGI	VIT	LCK
6	5	5	2	10	2

End of the Line (P): At the start of combat, Jin applies the *Doomed* condition to the User with the highest HP in combat besides himself.

❖ A character who's **Doomed** receives 4 counters. At the end of the character's turn, they lose one counter. Once the character runs out of counters, they enter Death's Door. **Doomed** cannot be removed by any effects, but is removed once the character enters Death's Door. Using any spells or items that recover HP on a **Doomed** target restores 1 **Doomed** counter. When combat ends, all instances of **Doomed** are removed.

Bring Low: Applies **Doomed** to one User Jin can see. This spell can only be used if no characters are **Doomed**. This is considered a Quick action.

Accelerate: One target Jin can see loses 1 **Doomed** counter.

Strega Grenades Mk II: One target within 8 meters and all adjacent units. On hit, choose one of the following effects:

- ❖ **Napalm:** Deals MAGd6+5 (22/26) Fire damage
- ❖ **Shock:** Deals MAGd4 (12/14) Thunder damage and has a 45% chance to Stun
- ❖ **Shrapnel:** Deals STRd6 (17/20) Physical damage. All hit targets' HP maximum are decreased by the amount of dealt damage until the start of Jin's next turn.

The information-gathering expert of Strega and creator of the Revenge Request website. Incredibly arrogant and fiercely loyal, Jin is known to spare no efforts to see Takaya's plans come to fruition.



Chidori & Medea

Artificial Persona User
XII – Hanged Man

Level 12
Hit Points: 30



Falling Down – Chidori takes no damage from any attacks, is immune to all Status effects and Death category effects, and cannot be healed by any effects. This skill overrides all other features with similar or opposing effects. At the end of every round, Chidori loses 5 HP. Once Chidori reaches 0 HP, all Blight Coronets disappear and she dies.

STR	MAG	TEC	AGI	VIT	LCK
3	9	6	6	1	2

Twisting Grudge (P): At the start of combat, Chidori summons two *Blight Coronets*, mirror images of Medea.

Chained Hatchet: One target within 3 meters. Hit: MAGd10 (50) Physical damage, restore 20HP to one Blight Coronet.

Burning Hate: Chidori summons up to 2 *Blight Coronets*, placed immediately after Chidori in the initiative queue.

Maragidyne: Any number of targets. On hit: MAGd4 (22) Fire damage.

Mudoon: One target Chidori can see. Instantly kills targets below 45% HP.

A mysterious member of Strega who tends to keep to herself. A young girl who seems fond of flowers and art, but her cold nature tends to push most people away. It's rumored Chidori has a soft spot for a certain Persona User from Tatsumi Port Island.

Blight Coronet

Level 13
Hit Points: 100

STR	MAG	TEC	AGI	VIT	LCK
5	2	5	2	5	2



Resist



Weak

Corrode: 1 target. On hit: STRd8 (22) Physical damage and *Fortify All* -5 on target for 2 rounds.

Spring of Despair: 1 target. 50% Fearful chance.



Takaya & Hypnos

Artificial Persona User

X - Fortune

Level 14

Hit Points: 250



Resist



Reflect

In The Moment – Takaya receives half the effect of Debuff spells and takes half damage from the Poisoned Status.

STR
2

MAG
8

TEC
6

AGI
2

VIT
7

LCK
6

01A056 (P): Takaya can perform his full turn twice per round. Takaya's movement allowance is always treated as 10AGI (20) meters per turn.

Cripple: One target within 8 meters. Hit: MAGd6 (28) Gun damage and target cannot take movement actions until the end of Takaya's next turn (in the following round).

Topple: One adjacent target. Hit: STRd6 (7) Physical damage. If the target is under Cripple's secondary effect, target suffers Knockdown and the next hit against the target is a guaranteed Critical Hit.

Destiny Gale: Up to 2 targets Takaya can see. HDC +1. On hit: MAGd4 (20) Wind damage and targets are moved individually up to 2TEC (12) meters in any direction.

Final Shot: Any number of targets in a 10 meters long straight line in front of Takaya. HDC +1. On hit: MAGd10 (44) Almighty damage. If this attack is a Critical Hit, it deals 3x the rolled damage instead of 2x. If Takaya uses Final Shot, he cannot use it again for 1d4+1 rounds.

The confident and ruthless leader of Strega. A young man devoured by hopelessness, Takaya is not opposed to murdering innocents and using the other members of Strega as pawns for his ultimate goal: The end of all things.

