



## Vision Wielders

*“The gods goad us on with the promise of their rewards for the worthy. The doorway to divinity... Yet buried in the depths of this world lies smoldering remains, a warning to those that dare trespass.”*



Those who believe in divinity speak of the “gifts of the Gods”, rewards given to those of strong wills and notoriety. The highest of these rewards are Visions, amulets of concentrated magic energy that bestow sharper senses and impressive magical powers to those who earn them. Visions take the form of geometrical, translucent crystals colored after a particular element, held into a golden or silver frame with a design influenced by the Wielder’s homeland. Visions must be worn on one’s person at all times, lest their Wielder lose its abilities for the duration of their separation, and are practically indestructible. However, if a Vision Wielder dies, their Vision dims and becomes unusable, as there are no known ways to “transfer” Visions between persons, living or otherwise.

- ❖ **Windborne Song:** You can choose between 2 and 4 Types. However, one of these Types must be a Damage Type other than Almighty, and one must be a Support or Control Type.
- ❖ **Plane of Euthymia:** When you create a Vision Wielder, choose one Damage Type your Persona can learn spells from, except Almighty: That Type becomes your "Vision". Vision Wielders gain a 1SP discount on buying spells of their Vision Type, to a minimum price of 0.5 SP. However, forgetting these spells refunds half the spent SP (Min. 0.25).
- ❖ **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.



## Feats

Each of these feats can only be taken once.

Name	Effect	Req.
 <b>Elemental Reaction</b>	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.
 <b>Weapon Enhancement</b>	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.