### Grimoire Style Guideline

*“So, you want to write documents in the Grimoire style? Start by using this convenient quote block. Times New Roman, size 11, centered!”*

The main text of Grimoire content is written in Times New Roman, size 11, standard, justified. Titles and sub-titles are written in Playfair Display Standard, which you might need to download for it to render properly. The Grimoire was written using MS Word 2013, and should be compatible with most recent MS Word versions, however it doesn’t play well with Word’s Online Editor and **really** doesn’t play well with Google Docs.

Main titles are centered, size 14, and are used to denote major feature headers, such as classes, weapons, etc., while sub-titles are left-aligned, size 12. Adding a space between paragraphs isn’t obligatory, but helps the reading flow a lot.

#### Sub-titles!

They’re useful for splitting stuff such as Spell Tiers and weapon Classes, and might also be centered depending on the page layout. Which segues perfectly into our next point, lists!

* **Lists:** This cute little list style comes packaged with MS Word 2013 and is useful to separate distinct feats in classes. The name for each item should be highlighted to help distinguish the items.
  + Some features are a bit too complex, so dividing them with sub-items by tabbing them one section further is advisable.
  + Items can be divided by either full stops or semicolons, it’s inconsistent on the core book so don’t feel pressured about it

### Tables

The many tables of the Grimoire try to stick to a cohesive style, but you don’t need to stick to it if you don’t feel like it. If you do, just copy the ones below and use them for your documents. The colors are meant to visually separate items for readability.

#### Spells

**TypeC:\Users\programacao\Downloads\Elements\Physical.pngC:\Users\programacao\Downloads\Elements\Gun.png**

**Tier**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Categories | Reach | Effect | Description |
| Name | Categories (X) | Targets | What the spell does. Highlight **important** info, such as damage. | What the spell looks like. This is a suggestion, not a rule. |
| Time: | Duration: |
| Name | Categories (X) | Targets | What the spell does. Highlight **important** info, such as damage. | What the spell looks like. This is a suggestion, not a rule. |
| Time: | Duration: |
| Name | Categories (X) | Targets | What the spell does. Highlight **important** info, such as damage. | What the spell looks like. This is a suggestion, not a rule. |
| Time: | Duration: | Burst spells have two effect blocks, like this |

**Weapons**

**Class**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Damage | Reach | Extra | Description | Cost |
| Name | STRd4 |  |  | What it looks like | 1 RP |
| Name | STRd6+2 |  |  |  | 2 RP |
| Name | STRd6 |  |  |  | 2 RP |
| Name | STRd4+2 |  |  |  | 2 RP |

**Armor**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Damage Reduction | Bonus | Notes | Cost |
| Name | 1 | Bonus | Description | 1 RP |
| Name | 1 | Bonus | Description | 1 RP |
| Name | 1 | Bonus | Description | 1 RP |

**Accessories**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Effect | Cost | Rarity |
| Name | Effect | 1.5 RP | 1d4-2 |
| Name | Effect | 1.5 RP | 1d4-2 |
| Name | Effect | 1.5 RP | 1d4-1 |

**Consumable Items**

**Category**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Effect | Cost | Rarity |
| Name | Effect | 0.25 RP | 1d10 |
| Name | Effect | 1 RP | 1d8-1 |
| Name | Effect | 2 RP | 1d6 |

**Feats**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Effect | Req. | Additional |
| Name | Effect | Hard requirements | Limitations |
| Name | Effect |  |  |
| Name | Effect |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Social Skill | Pay | Part-Time | Fulltime | Description |
| Tier 0 and I | 0.5 RP per block | 2.5 RP/week | 5.0 RP/week | Newbie, Trainee |
| Tier II | 1 RP per block | 5 RP/week | 10 RP/week | Veteran |
| Tier III | 2 RP per block | 10 RP/week | 20 RP/week | Manager |
| Tier IV | 3 RP per block | 15 RP/week | 30 RP/week | Owner, Visionary |
| Tier V | 5 RP per block | 25 RP/week | 50 RP/week | Legendary |

|  |  |
| --- | --- |
| Yield | Reward |
| 0-1 | 1.25 RP/week |
| 2-3 | 2.5 RP/week |
| 4-5 | 5.0 RP/week |
| 6-7 | 7.5 RP/week |
| 8 and higher | 12.5 RP/week |

This is what text boxes look like. 9pts Times New Roman, justified with 1.5 letter spacing.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name  X – Arcana | | | | | | | | | | |
| Level  Hit Points  Spell Card: | | | | | | | | | | Types |
| Skill Bonus: --  Natural Skill: **Skill Name –** Description | | | | | | | | | | Dispositions: |
| STR | MAG | | TEC | | AGI | | VIT | | LCK | Spells  **Spell Name:** Effect |
| C:\Users\programacao\Downloads\Elements\Physical.png | | C:\Users\programacao\Downloads\Elements\Gun.png | | C:\Users\programacao\Downloads\Elements\Fire.png | | C:\Users\programacao\Downloads\Elements\Ice.png | | C:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Wind.png | |
| C:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Electric.png | | C:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Bless.png | | C:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Curse.png | | C:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Ailment.png | |  | |
| Lore | | | | | | | | | | Passives  **Spell Name (P)**: Effect |

|  |  |
| --- | --- |
| Location | Color |
| Shadow Stat Block | #f2f2f2 |
| Human Stat Block | #ad9bcb |
| Rumor Stat Block | #767cc8 |
| Hetelic Action Block | #e5b8b7 |

**Grimoire Colors**

**More Icons**

C:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Crafting.pngC:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Almighty.pngC:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Cards.png



Please use the text box below if you plan on publishing Grimoire fan content!

This is a homebrew supplement for the Grimoire of Heart! As such, it was not created by nor officially supported by the writers of the Grimoire 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.

The author of this supplement [allows/does NOT allow] the development of extra content using this supplement as a base.

The author of this supplement [allows/does NOT allow] the development of content that reimagines or “remakes” the content of this supplement.



If your content contains spoilers, consider using the content box below:

The [content headers or pages] in this document contains spoilers for [game].

If you wish to avoid spoilers for yourself or your table, make sure to avoid this content.



Bounty Box and Expanded Confidant Sheet Templates

|  |
| --- |
| Bounty # – Request Template  Recommended Level: |
| *“Bounty description”*  Requester: |
| **Request Description**: |
| **Objectives:**   * **First (Required):** Description   + **Reward:** Reward; * **Second (Optional):** Not every Request needs Optional objectives.   + **Reward:** Reward; |
| **Notes and Extras:** |

**PREFERENCES**

**PERSONALITY**

**FAVORITE (+5)**

**POSITIVE (+2)**

**NEGATIVE (-2)**

**ACTIVITIES**

**FAVORITE (+5)**

**POSITIVE (+2)**

**NEGATIVE (-2)**

**GIFTS**

**FAVORITE (+5)**

**POSITIVE (+2)**

**NEGATIVE (-2)**

**CONFIDANT**

**ARCANA**

**RANK**

**AVAILABLE BLOCKS**

**MON**

**WED**

**FRI**

**SUN**

**TUE**

**THU**

**SAT**

**ASPECTS**

**NIGHT MORN. AFT. EVEN.**

**NIGHT MORN. AFT. EVEN.**

|  |  |
| --- | --- |
| RANK | EVENT |
| 10 |  |
| 20 |  |
| 30 |  |
| 40 |  |
| 50 |  |
| 60 |  |
| 70 |  |
| 80 |  |
| 90 |  |
| 100 |  |

**HETELIC ACTIONS**

**INSERTED**

**REACTIVE**

**SLOTS**

**TYPES**



**RESISTANCES**

**HEALTH POINTS**

**10% / 20%**

**NATURAL SKILL**

**STRENGTH (STR)**

**MAGIC (MAG)**

**TECHNIQUE (TEC)**

**AGILITY (AGI)**

**VITALITY (VIT)**

**LUCK (LCK)**

**COMBAT SKILLS**

**TYRANT**

**SHADOW**

**LEVEL**

**PALACE**

**ASPECTS**

**LOCUS**

**SPELL**

**EFFECT**

**TARGET**

**TYPE**

**TIER**

**CAT.**

**SPELL**

**EFFECT**

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