

Mind_faze HV expansion #1

Alchemist



"Humankind cannot gain anything without first giving something in return. To obtain, something of equal value must be lost. That is Alchemy's first law of Equivalent Exchange."

A master of transmutation, the alchemist changes up the game in the most literal ways possible. Using their powers, they are able to transform their equipment and the terrain to better suit their needs for combat. Although many branch off into different specialties, most alchemists are skilled in the basic transmutation magic.

Transmutable Weapons: As a default action, you may change your currently equipped weapon to one of a different type with the same RP cost. Alternatively, you can change your currently equipped armor to a different set of the same RP. At 5th level, this can be done as a quick action.

Shaping Your World: As a default action, you may spend a point of energy to create pillars from a surface you are touching and send them to pummel any number of creatures. You may make an attack against any number of creatures you see. The pillars do TECdX physical damage where X is decided by the surface you choose to transmute. A soft surface uses a d4, a fragile surface uses a d6, and a hard surface uses a d8. The total damage is split across all targets.

Destruction Alchemist



“As long as there are creators like you in the world there must also be destroyers.”

A Destruction Alchemist is similar to the average alchemist with a key difference. They don't change the world around them to suit their needs, they just destroy. They're the yin to their yang. If they want something obliterated, they will soon get their wish.

Warranted Destruction: At persona creation, select one of your types. All spells of that type are realized. Additionally, you may choose to make your basic attacks realized.

Destroying Your World: By spending a point of energy, you may destroy an item in the space adjacent to you. If a creature is holding this item, you must make an attack against the creature as if you were making a regular attack. On a hit you destroy the object and the creature takes MAGd4 gun damage from the shrapnel.

Terrain Disruption: Once per combat, as a default action, you may make a 3x3 space centered on a space within TEC meters difficult terrain. If you wish to use this again in the same combat you must spend one energy. When moving in difficult terrain, moving one space requires two meters.

Kingsman



"Manners maketh man." Do you know what that means? Then let me teach you a lesson."

The Kingsman is a master of espionage and investigation. They hold skill in hand-to-hand combat and in use of extraordinary weaponry. They use gadgets and other sly tactics to gain the upper hand in battle.

Masters of their craft: Your discipline is considered as 1 tier higher for the sake of crafting items and stealth. At 10th level you can consider your discipline as 2 tiers higher for either stealth or crafting.

Quickdraw: When using a consumable that deals damage, as part of the same action you may target another creature to use a damaging item against.

Secret Service: Your access to multiple spy networks has given you intel on where to shop for elaborate spy gear. You have access to weapons that only the Kingsman know how to use. While anyone can wield them, only the Kingsman can use the effects. This feature can purchase regular weapons, however the difference in technology makes it too complicated for anyone besides a Kingsman to use. At 5th level, once per day, you get a 1 RP discount on a weapon you buy.

Below are weapons only available through the Secret Service feature.

Umbrella

Type: Sword

Damage: STRd6+5

Reach: 1

Effect: As an interrupt action, you can put up your umbrella, using it as a shield. The umbrella reduces all damage received by 2TEC+LV until the beginning of your next turn. However, it reduces your DDC by -2.

RP: 4

Desc.: A state of the art umbrella with the ability to protect from incoming damage. It also doubles as an actual umbrella.

Oxford Shoes

Type: Glove

Damage STRd6+4

Reach: 1

Effect: Cast Poismaja, Critical TEC

RP: 4

Desc.: A shoe that seems normal, but secretly has a blade on the tip of it. This blade is coated in a deadly poison.

Trick-Pistol

Type: Gun

Damage: MAGd4

Reach: 1-3

Effect: Can attack up to three different targets in one turn. With each additional target selected besides the first, reduce the range by 1.

RP: 4

Desc.: A seemingly normal pistol that can quickly become a shotgun at a moment's notice to defend against close-quarters combat.

Feats

Name	Effect	Additional	Prerequisite
Advanced Creation	As a default action, you may spend two energy to instead make a 3x3 wall made from the surface you are standing on.	Can only be taken once.	Alchemist
Disciplined Combat	When you make a basic attack, you may add your tier of discipline to the damage.	Can only be taken once.	Kingsman
Long Ranged Stand	Your stand may move up to 2TEC meters away from you. However, if your stand moves more than TEC meters away from you it's bonus to STR and MAG are reduced by 1.	Can only be taken once.	Stand User
Requiem	You gain an additional natural ability. Alternatively, you may instead replace one of your natural abilities with a more potent natural ability.	Can only be taken once.	Stand User,Any one of your social stats must naturally be of Tier 4 or higher.
Weaponized Stand	Your stand gains a weapon of 2.5 RP or lower. Your stand can wield any weapons of the same type as the weapon originally picked from this feat. The stand's bonus to spells extends to basic attacks.	Can only be taken once.	Stand User

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 [mind_faze#8343](#)

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