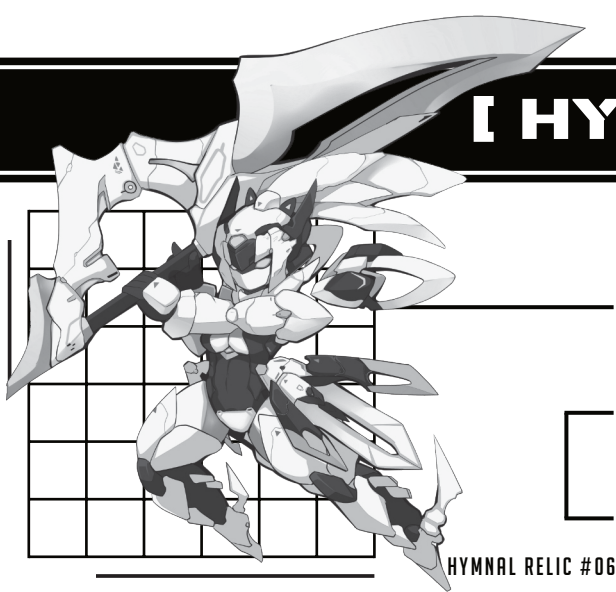


[HYMN — HYMNAL 06 + 01]



"They may descend from their perfect Heaven in their perfect Choirs. They may rend us and tear us and dissolve our world into nothing with their holy harmony. But we will show them the music of war. We will be the ones to damn the Angels."

ASSOCIATION // DISCOVERY :
HYMN, Music Academies, Idol Groups

STAT : FOCUS

MOB / ATU

TEAM : FOCUS

Support : AoE DPS

ELEMENTS

(S)

HELMET

GAIN OSCILLOSCOPE

COST

15,000 C

FOCUS

SYN

[[PASSIVE]] : Each Action you take generates +1 SYN to Self.
< This stacks with all Upgrades >
[[ACTION]] : Generate +6 SYN to Self OR an Ally who can hear you.

The Harmonic Youth Military Network, or HYMN, has been waging a top-secret war against an ancient threat dubbed as "The Angelic Chorus." To combat them, they harnessed the musical power of Gain in young singers.

CORE

CLASS 06 CORE

COST

15,000 C

FOCUS

ATU/MOB

AoE

[[STAT BOOST]] : +1 ATU
[[STRATAGEM]] : The Supreme Melody
[[STRATAGEM]] : Love Song
[[REQUIREMENT]] : Pilot must sing to awaken their MEC's combat potential.

Harnessing the power of a one-of-a-kind type of Betyl, the Hymnal can shift a MEC's steel and even reality itself with the power of music. The 06 Core represents the latest advances in HYMN's anti-Angelic technology.

MANEUVER

DUET BOOSTERS

COST

30,000 C

FOCUS

Flying

[[PASSIVE]] : Can [[Fly]] 6 Spaces High
[[STAT BOOST]] : +1 MOB
[[STRATAGEM]] : Soaring Slash
[[PASSIVE]] : 1 Duet Partner gains the bonus from your Love or Violent Song.

Like two beating wings, two harmonious voices can amplify the Hymnal's capabilities. However the Songs sung must resonate truly throughout the Pilots' hearts. For this reason HYMN often selects younger candidates as its Pilots.

OPTION

HERETICAL TECHNOLOGY

COST

15,000 C

FOCUS

Support

Shields

[[STAT BOOST]] : +6 Max Shields
[[STAT BOOST]] : +2 Speed
[[STRATAGEM]] : Arcane Barrier
[[ONCE PER ALLIED PHASE]] : Remove [[Effect]] from Ally : Range Side

When an Angel dies, it leaves behind a potent neurotoxin. Condemnation: Its hazy rainbow hues are a mark of the poison's presence. Heretical technology was developed to scrub away Heaven's judgement, but only so much can be done.

ARM

PURELIGHT ARSENAL (1/2)

COST

40,000 C

FOCUS

MOB/ATU

Shock

[[BASIC ATK]] : MOB/ATU + (S) DMG :
Range 2T : 3
[[STRATAGEM]] : Holy Edge
[[STRATAGEM]] : Purify

Weaponizing the rhythms of its Pilot's song, the Purelight Arsenal is as versatile as it is blasphemous. Powered by Song, enhanced by Gain and made manifest by Heretical Technology: A Blazing Hymn to challenge Heaven itself.

ARM

PURELIGHT ARSENAL (1/2)

COST

FOCUS

[[ACTION]] : Apply [[Charged]] to All-Side
[[STAT BOOST]] : +1 MOB
[[STAT BOOST]] : +1 ATU
[[REQUIREMENT]] : Uses 2 Arm Slots

Like the Hymnal's resonant color, the Purelight Arsenal takes the form of whatever weapon burns brightest in the singer's heart. For some it's a sword and shield, others a mighty hammer, and others still more conventional artillery.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[HYMAL — POWERS]

THE SUPREME MELODY

ROLL MOB/ATU RANGE 5x5 : Self

[[EACH DOUBLE]] = 2 Direct DMG

[[EACH TRIPLE]] = 1 Direct DMG to Self

< Apply [[Charged]] >

< Push 2 Enemies Spaces >

SHOCK
element

— V CHANCE V —

CLIMAX SONG

ROLL N/A RANGE N/A

{ IF : Self-Destruct is Active }

{ AND : You share what you cherished most in your life }

< +40 Direct DMG >

< Your MEC Detonates >

N/A
element

RECHARGE 1 USE 12 USES 1

LOVE SONG

ROLL N/A RANGE N/A

< Grant Shields / [[Remove Effect]] can be done at ANY Range this Episode >

< Share what you love >

< This Stratagem counts as an Instant Free Action >

N/A
element

— X ALTERNATE X —

VIOLENT SONG

ROLL N/A RANGE N/A

< Your [[Charged]] Elemental Detonations gain +2 Dice this Episode >

< Share what you despise >

< This Stratagem counts as an Instant Free Action >

N/A
element

RECHARGE 1 USE X USES EXHAUST

SOARING SLASH

ROLL MOB/ATU RANGE 3x3 : Speed

[[EACH HIT]] = 1 DMG

< Move to Target >

< Push Up to 3 Space >

< Apply [[Charged]] >

SHOCK
element

— V CHANCE V —

BRAVE SONG

ROLL N/A RANGE N/A

{ IF : You share something you are afraid of }

< Deal +1 DMG per initial

MEC Flying Height >

< Max +6 DMG >

N/A
element

RECHARGE 1 USE 8 USES 2

ARCANE BARRIER

ROLL MOB/ATU RANGE 3x3 : 6

[[EACH HIT]] = +1 Shields to Targets

< Remove [[Effect]] >

N/A
element

— ! INTERVENTION ! —

RADIANT LIGHT

ROLL MOB/ATU RANGE 6

[[EACH HIT]] = +1 Shields

< Remove [[Effect]] >

N/A
element

RECHARGE 1 USE 10 USES 2

HOLY EDGE

ROLL MOB/ATU RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = +1 SYN to Self

< Apply [[Charged]] >

SHOCK
element

— X ALTERNATE X —

CRACKLING EDGE

ROLL MOB/ATU RANGE Speed

< Move to Target >

[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = +1 DMG

< Apply [[Charged]] >

SHOCK
element

RECHARGE 1 USE 8 USES 2

PURIFY

ROLL MOB/ATU RANGE Line : 8

[[EACH HIT]] = 1 DMG

< Apply [[Charged]] >

SHOCK
element

— V CHANCE V —

PAVISE'S PROTECTION

ROLL N/A RANGE N/A

{ IF : An Ally is in the Line }

< Ally does not take Purify's DMG >

< Remove [[Effect]] from Ally >

< Ally Gains +4 Shields >

N/A
element

RECHARGE 1 USE 8 USES 2