

Class – Demi-Fiends

Most religions tell of an end-of-the-world scenario, a grand cleanse of life, often so new life may arise in its place. Few, however, are so grand as the Conception, the event of the world crumbling and shattering, being put in an unstable state, to be shaped by those with the power to do so. Few would live to see the end of the Conception, but those of particularly strong wills shall be blessed with the power of the “half-demons”, being able to tame Demons, also known as Shadows, to gain enough power to change this shapeless new world.

Mechanically, Demi-Fiends are similar to Wildcard Users: They start with one Persona (also known as a Demon), being able to acquire more through negotiation and using them in Fusion. However, the way their powers are used and honed vary greatly from any User’s.

- ❖ **Imbued Casting:** The Demi-Fiend’s unique bond to the world of Shadows allows them to manipulate their Demon reserves, siphoning the power of one into another’s spells. Whenever you cast a spell that targets an enemy, you can spend 2 Energy to choose one Demon on your reserves, except the currently active Demon, and one of its Types. Apply an extra effect to your attack based on the Type selected, according to the table below. If the effect denotes one *target* and the cast spell targets more than one unit, choose one of the units to apply this effect to.

Type	Effect
Physical	The spell’s damage treats <i>Null</i> as <i>Resist</i> .
Fire	The spell deals half its rolled damage to any number of adjacent targets to the original target.
Ice	After damage calculation, choose one Type: The target’s interaction to that Type becomes Neutral for 3 rounds.
Thunder	The spell gains 4*Tier% Shocked chance against the chosen target
Wind	The spell gains Critical Margin +1
Light	The next attack the target declares deals half damage
Dark	The next attack declared against the target automatically hits
Psi	If the target has any Status, <i>Ingrain</i> .
Nuke	The next attack deals MAG damage bonus per status on the target
Almighty	Consider your spell as a Burst, dealing half the damage in two ticks, but activating spell effects twice.
Buff	This spell ignores all Debuff effects active on caster
Debuff	This spell ignores all Buff effects active on target
Status	Treat the target’s LCK score as 0 until the end of combat. The next Status effect rolled against the target gains +30% success chance.
Intel	After damage calculation, reveals the target’s interaction against that Type



**Cure**

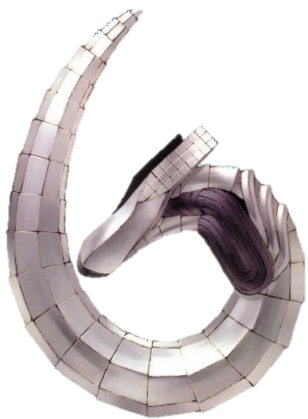
The target cannot recover damage dealt by the original spell.



❖ **Future's Path:** The Demi-Fiends find themselves at the crossroads of fate, being pulled in all directions by forces good, wicked and ambivalent, thriving as they pledge their power to whatever suits their ambitions. At character creation, choose one of the three Paths below. This will change which Magatama you'll be able to choose in the future, and limit which Arcana you'll be able to negotiate with. You can still acquire Demons of other Arcana through Fusion. Additionally, negotiations started by Demi-Fiends treat "Nothing" results as Failures, and Demons participating in Failed negotiations always use their Interrupt actions to declare an attack if able. Finally, Demi-Fiends do not have access to *Sacrifice* and *Seclusion* rituals in the Velvet Room.

- **Path of Freedom** - The path of selfless altruism, support and order.
- **Path of the Demi-Humans** – The path of human potential, choice and determination.
- **Path of the True Demon** – The path of those who hunger for power and domination.

Freedom	Demi-Human	True Demon
Magician	Fool	Emperor
Empress	Priestess	Chariot
Hierophant	Lovers	Hermit
Justice	Fortune	Death
Temperance	Hanged Man	Devil
Judgment	Strength	Tower
Star	Sun	Moon



❖ **Devourer of the Vortex:** Those who would face the Conception have the unique power to see and consume the mythical Magatama, coalesced demonic essences that can transform humans into demons. Every time a Demi-Fiend gains a Feat, they may instead choose one of the Magatama, which acts like a Feat mechanically, but can only be chosen by the Demi-Fiends, and only those in the correct Path. Each Magatama can only be chosen once.

Name	Effect	Req.
Ankh Magatama	Your escape rolls are always the maximum rolled value. Once escaped, you can use your action to divert the attention of up to 2 Shadows, instead of 1	Path of Freedom Level 6 or higher
Nirvana Magatama	Once per combat, if a Death category spell puts you in Death's Door, you can use your Interrupt action to be revived with 1 HP (penalties for entering Death's Door still apply)	Path of Freedom Level 12 or higher
Sophia Magatama	Gain one use of the <i>Oni-Kagura</i> spell (see below). Once per combat, after you successfully deal damage with an attack or spell, you can recover 1d6 HP	Path of Freedom Level 18 or higher

Wadatsumi Magatama	Once per combat, after hitting a single target with a damage-dealing spell or basic attack, you can apply the following effect to the target: Target suffers -2 AGI against the next attack rolled against it.	Path of the Demi-Human Level 6 or higher
Murakumo Magatama	Your current weapon gains Critical Margin +1 . If you have the <i>Mastery</i> Feat of the same category as the weapon you're wielding, grants Critical Margin +2 instead.	Path of the Demi-Human Level 12 or higher
Kailash Magatama	Gain one use of the <i>Freikugel</i> spell (see below), Killing a Shadow gives you Recovery points equal to half their level, use the points to recover spell uses, they are discarded after combat..	Path of the Demi-Human Level 18 or higher
Marogareh Magatama	Once per day, if your negotiation attempt would result in Failure, you can pay 1 Aspect Point: Add 1d4 to your negotiation roll.	Path of the True Demon Level 6 or higher
Miasma Magatama	Once per combat, if you enter Death's Door, you can make an attack against the target that put you in Death's Door be a guaranteed Critical Hit	Path of the True Demon Level 12 or higher
Gaea Magatama	Gain one use of the <i>Gaea Rage</i> spell (see below). When you declare a basic attack, you can spend 2 Energy to choose a different target: Deal the rolled damage and any added effects to both targets.	Path of the True Demon Level 18 or higher

Spells

Spells from this list can be learned by all User classes, but their Fiend Category means they cannot be upgraded to or from other spells. You may use the Cost denoted on the spell instead of its Energy cost to re-cast that spell. This Cost always refers to your maximum HP.

Name	Categories	Reach	Effect	Description
Spiral Viper	Tier V Fire	Cost: 30% HP	Hit: STRd12 Physical damage. Crit: Deals 250% of rolled damage.	Energy gathers around the caster, coalescing into a kinetic beam that cuts through anything in its path.
	Fiend, Physical, Critical (A)	One target within 6 meters		
	Time: Default	Duration: Instant		
Magma Axis	Tier V Fire	Cost: 20% HP	Hit: MAGd12 Fire damage. After damage calculation, target's Fire interaction becomes Neutral until the end of your next turn.	The caster clasps their hands together, gathering a bubbling sphere of flames that explodes towards the target.
	Fiend, Fire (A)	One target within 8 meters		
	Time: Default	Duration: Instant		
Divine Shot	Tier III Physical	Cost: 20% HP	Hit: STRd10 Physical damage, plus 1d10 Physical damage for each Status active on target.	Gathering energy in one hand, the caster braces with trembling energy before firing a lethal blast.
	Fiend, Physical, Gun, Critical (A)	One target within 8 meters		
	Time: Default	Duration: Instant		
Gaea Rage	Tier V Physical	Cost: 30% HP	SKLd6 Physical damage. This attack cannot miss.	The caster conjures a wave of blinding light from the ground, cracking the earth under the targets and incinerating them completely.
	Fiend, Physical, Total (A)	Any number of targets within 6 meters		
	Time: Default	Duration: Instant		



Xeros Beat	Tier III Thunder	Cost: 25% HP	Hit: MAGd8 Thunder damage and 25+2TEC% Shocked chance.	The caster's body glows for a moment, and energy arrows pierce the target, pinning them to the floor.
	Fiend, Total, Thunder, Shocked (A)	One target within 8 meters		
	Time: Default	Duration: Instant		
Javelin Rain	Tier III Physical	Cost: 20% HP	Hit: STRd6 Physical damage and 20+2TEC% Panicked chance.	An energy disc manifests in front of the caster, who kicks it forward, shattering it into thousands of glowing shards.
	Fiend, Total, Physical, Panic (A)	Up to 3 targets within 10 meters		
	Time: Default	Duration: Instant		
Deadly Fury	Tier V Physical	Cost: 20% HP	Hit: STRd10 Physical damage. Crit: 100% Knockdown chance.	An energy blade materializes on the caster's hand. By swinging this blade, the caster can fire energy blasts strong enough to topple enemies.
	Fiend, Physical, Total, Knockdown, Critical (A)	Any number of targets within 6 meters		
	Time: Default	Duration: Instant		
Freikugel	Tier VI Almighty	Cost: Special	Spend 1 Energy or 20% of your maximum HP to cast. Hit: SKLd8 Almighty damage, plus 1d8 for each different Buff, Defense and Charge Category effects active on caster. Repress .	The skies darken as wisps of dark energy surround the caster, focusing on their head, firing off a beam of crackling energy towards the target.
	Fiend, Almighty, Repress (A)	One target you can see		
	Time: Default	Duration: Instant		
Oni-Kagura	Tier III Physical	Cost: 20% HP	Hit: SKLd8 Physical damage. If this attack kills the target, caster recovers 2 Energy.	Energy pours from within the caster's body, taking the form of a fiery breath that can disintegrate weakened enemies
	Fiend, Physical, Cure (A)	One target within 4 meters		
	Time: Default	Duration: Instant		

