

# DEMIGLAIVE

A lone human stands against a horde of enemies. He smiles as an array of ethereal, crystal like, weapons appear around them. Flying with his array of weapons at his disposal, the man brings all the weapons to bear on those that surround them, cutting through his enemies like they were nothing. But after a few minutes the man landed and the array of weapons vanished, save but one which he grabbed, solidifying it from its ethereal form. He vanished, suddenly appearing at his next foe with the blade sunk into its their chest. He continued appearing and disappearing from foe to foe with his enemies only getting the casual swipe at him as he would be standing in one spot and then just off from where he had been thought to be.



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As the battle wore on, his eyes started to glow faintly, the gods had seen his dilemma and were willing to assist him. He welcomed the help, and in that moment a massive hand descended out of nowhere, scooping him up. The gods had sent their agent, who lifted the man out of harms way. With another gesture the being called down lightning, cascading across the entirety of the battle field. In a similar manner, the being put the man back on the ground. His enemies were decimated, though several still remained standing in the face of the onslaught. The damage, however, was massive as fires and scorched earth covered the area.

Summoning his blade once more, the man advanced as he was ready to finish his work. Such was the task for those chosen by the gods to be Demiglaives.

## THE CHOSEN ONE

Chosen at birth for greatness by the gods, this is a phrase many would wish to be bestowed. Some bestow this phrase upon themselves, others may do so by using magic to peer into the future to look upon the deeds that a child may accomplish. For a Demiglaive, however, the phrase is very much true. A Demiglaive is one who was chosen by the gods to perform great deeds, whether heroic or otherwise. Upon coming of age, the chosen one is able to displace themselves and items.

The Demiglaive is a champion of the gods and is one of the few beings who is ever being watched by them. The gods will allow the Demiglaive to live their life to a degree, but a life extraordinary will always be their calling and they may one day be called upon by the gods to quest for them. The speed of the Demiglaive is greater than that of most beings, and an ability to teleport or displace themselves is how the Demiglaive moves about and survives their encounters.

## APPOINTED BY THE GODS

While there are some beings who are also chosen by the gods, and have their eyes upon them, an exceptionally fewer number of such beings are ever chosen to be Demiglaives. A Demiglaive never

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really appears out of place in a crowd. Their weaponry is never carried out in the open, and this allows them to easily pass through checkpoints, or even not alert magic users who may have certain spells up that they have weapons. The weight of the responsibility that they bear, is one that does not escape the Demiglaive as they know that at anytime the gods may come calling for them to take up their cause.

## CREATING A DEMIGLAIVE

When creating a Demiglaive character, you need to think about why the gods chose you to be their champion. Is there some great threat looming in the horizon, or are you simply the next in a long bloodline of those who have been favored by the gods? Are you an ordinary person, thrust into a larger and more dangerous world, or are you a member of some royal line who all have been Demiglaives in the past? You will need to speak with your DM about what is appropriate for your character.

## QUICK BUILD

You can make a Demiglaive quickly by following these suggestions. First, put your highest ability score into DEX, and follow this up with CHA. Second choose the Folk Hero background.

## CLASS FEATURES

As a Demiglaive, you gain the following class features.

## HIT POINTS

Hit Dice: 1d10 per Demiglaive level

Hit Points at 1<sup>st</sup> Level: 10 + your CON modifier

Hit Points at Higher Levels: 1d10 (or 6) + your CON modifier per Demiglaive level after 1<sup>st</sup>.

## PROFICIENCIES

**Armor:** Light armor, shields

**Weapons:** Simple weapons, & martial weapons

**Tools:** 1 set of your choice

**Saving Throws:** DEX, CHA

**Skills:** Choose two skills from Acrobatics, Arcana, History, Nature, Perception, Persuasion, Stealth, and Survival.

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a long sword or (b) any martial weapon
- (a) two short swords or (b) any simple weapon
- An explorer's pack

## CRYSTORIUM ARSENAL

At 1st level, you have access to the crystorium. This is magical means of storing weapons and other equipment which can be called on when needed. You start with the ability to bond 1 weapon + your CHA modifier. The bonding process simply requires you to use an action to put it into your crystorium. Once there, you can summon the weapon or put it away as an incidental action, and you can swap between weapons for each attack you can make. You also can throw or drop the weapon and it will

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vanish back to the crystorium or reappear in your hand if you still need to use it. Shields also apply to this method of storage. You can only summon forth 2 items at a time however, one for each hand.

At 3<sup>rd</sup> level, and each additional 3 levels, you can add 1 more weapon to your crystorium arsenal. This can include magical weapons, though if a weapon requires bonding then this process is different and does not interfere with the crystorium. Objects can also be removed from the crystorium if desired in the same manner in which they were be added. Weapons stored have no weight until they are summoned & wielded.

With ranged weapon, the ammo does not count as a weapon slot, but is part of one weapon. As such, you can essentially hold a typical allotment of ammo for the weapon as part of its crystorium storage (this is often just 20 shots). Ammo is also recovered by the crystorium so it only ever makes sense to have just a few bolts/arrows/bullets on hand. The exception to this is ammo (or an item) that is destroyed when it is used. In this case the crystorium does not recover the item.

Level	Prof. Bonus	Features
1	+2	Crystorium Arsenal, Crystorium Storage, Unarmored Defense
2	+2	Warp, Warp Strike
3	+2	Path of the Chosen
4	+2	Elemancy, Ability Score Improvement
5	+3	Extra Attack, Crystorium Empowerment
6	+3	Path of the Chosen
7	+3	Weight of Destiny
8	+3	Ability Score Improvement
9	+4	Warp Assault
10	+4	Crystorium Brotherhood, Path of the Chosen
11	+4	Improved Elemency
12	+4	Ability Score Improvement
13	+5	Shifting Defense
14	+5	Path of the Chosen
15	+5	Crystorium Blitzkrieg
16	+5	Ability Score Improvement
17	+6	Holy/Death
18	+6	Crystorium Ultima
19	+6	Ability Score Improvement
20	+6	Shatter the Darkness/Light

## CRYSTORIUM STORAGE

At 1<sup>st</sup> level you have the ability to use your crystorium to store a limited number of items that aren't weapons. This essentially acts like a pouch or backpack for this purpose and it takes only a move action to bring out a crystorium stored item and use it. At 1<sup>st</sup> level you can store up to 20lbs of items. At level 3, and every 3<sup>rd</sup> level there after you can increase this storage by 10lbs. Items stored do not have an actual weight that is applied to the PC until they bring the item out.

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## UNARMORED DEFENSE

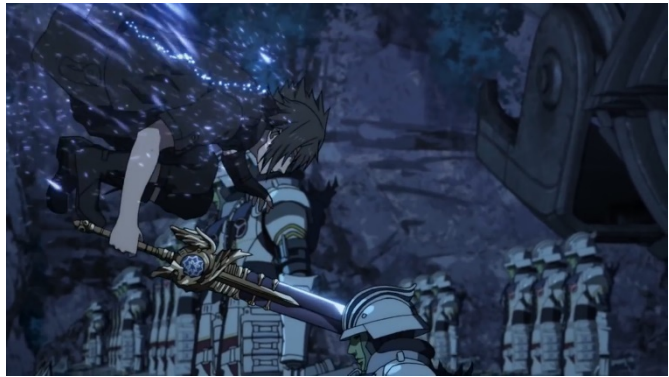
At 1<sup>st</sup> level you, when you are not wearing any armor, your Armor Class equals 10 + your DEX modifier + your CHA modifier. You can use a shield and still gain the benefits of this.

## WARP

At 2<sup>nd</sup> level you gain the ability to warp. As a move action you can teleport a number of feet equal to your normal ground movement. The distance that you can teleport increases by 10ft at levels 5, 8, 12, and 16. Your teleportation is however limited to your line of sight.

## WARP STRIKE

At 2<sup>nd</sup> level, when you phase shift, you can make a warp strike. After you warp, you can strike your opponent with the charged blade dealing more damage to them than normal. This adds an extra die of damage that the weapon deals. You can only use this ability a number of times equal to your CHA modifier +1 before you must take a short rest to recover all uses of the ability. At 10<sup>th</sup> level you can use your warp strike as a ranged attack. If you hit, you can teleport a target to be adjacent to you. The target is at disadvantage on attacks against you after being teleported.



## PATH OF THE CHOSEN

At 3<sup>rd</sup> level, you choose a path that guides how your Demiglaive powers will evolve. Choose the Path of Wise, or the Path of the Champion, both detailed at the end of the class description. Your choice grants you features at 3<sup>rd</sup> level and again at 6<sup>th</sup>, 10<sup>th</sup>, and 14<sup>th</sup> levels.

## ELEMANCY

At 4<sup>th</sup> level, you gain the ability to absorb elemental forces, storing them into simple flasks that you hurl as a grenade to unleash a magical assault. There are 3 forms of elemancy resources that you can draw upon: fire, ice, and lightning. Sources can be any natural form fire, water, lighting/electricity (magic spells and enchantments don't count unless the magical element is naturally occurring). The flask itself only needs to be on your person to be filled. You must use an



action to draw the source's essence and capture it into the flask, but only 1 source at a time. Sources can provide enough essence for 1 flask, or multiple flasks. A campfire will fill one flask. A water skin will also fill one flask. An actual lightning source is drawn from friction, and essentially 10 min must be spent to draw out 1 full flask of lightning from a source of friction (or just an action of a bolt of lightning just touched down at a spot, or if electricity is common in a setting). The number of magic flasks you can create is limited to your WIS modifier +1 (no less than 1). Every 4 levels you gain after acquiring this will allow you to create 1 additional flask. Elemancy flasks use a ranged attack to be used and they create the following effects when thrown as a grenade. Emptying a flask is as simple as drawing out and dissipating the element, using an action to do so. When a flask is used it is destroyed, and opponents can make a DEX save to take half damage.

- Fire: The Fire flask does 2d6 damage to anything in 30ft area, and at the start of your next turn the targets take damage again. Every 4 levels the damage increases by 1d6.
- Ice: The Ice flask does 1d8 damage to anything in a 30ft area, and targets damaged have their movement halved until the end of your next turn. Every 4 levels the damage increases by 1d8.
- Lightning: The lightning flask does 1d10 damage to anything in a 30ft area, and until the end of your next turn the target is stunned.

## ABILITY SCORE IMPROVEMENT†

When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5<sup>th</sup> level, you can attack twice, instead of once, whenever you take the attack action on your turn.

## CRYSTORIUM EMPOWERMENT†

At 5<sup>th</sup> level, any normal – unenchanted – weapon you possess is considered a magic weapon for the purposes of overcoming resistances.

## WEIGHT OF DESTINY

At 7<sup>th</sup> level, the weight of your destiny can be brought to bear against those you face. When making a diplomacy, or intimidation skill roll, you roll with advantage.

## WARP ASSAULT†

At 9<sup>th</sup> level you possess the ability to warp rapidly, allowing you to strike at multiple opponents, or even just one opponent multiple times. Within your normal warp range of movement, you may make 1 attack against each enemy there in, up to a number of attacks equal to your CHA modifier + 1. Against a single target you can make the same number of attacks as well. This action cannot be used again until a short rest is taken.

## CRYSTORIUM BROTHERHOOD

At 10<sup>th</sup> level, your crystorium storage expands to those who ally with you. You can designate a number of individuals, up to your CHA modifier +1, who can store up to 2 weapons of their choice into their own crystorium storage. The weapons are treated as if having no weight until they are held.

## IMPROVED ELEMANCY

At 11<sup>th</sup> level you gain the ability to cast mixed elemancy spells. You can now mix your elements to create the following spells. Some of these spells allow for saving throws, and the spell save DC is 8 + your Prof. bonus + your CHA modifier. All targets of these spells can make a DEX save for half damage.

- **Flare:** This is the most powerful fire spell that can be conjured. The spell deals 8d6 damage to all targets in a 30ft area. All targets that take damage also ignite, taking 2d6 damage on each of their turns until the fire is doused (they can spend an action to put themselves out). It takes a short rest to create 1 flask of flare, and at least a 4x4 area of nonmagical fire or heat to draw from.
- **Freeze:** This is the most powerful ice spell that can be conjured. The spell deals 8d8 damage to all targets in a 30ft area. Targets killed by this become frozen statues until they thaw. Targets not killed suffer from a build up of ice and frost on their bodies that hamper their movements, imposing a disadvantage on all STR and DEX saves that they may make until an action can be used to clear off the build up of ice, or they are hit with a fire spell, or the ice buildup melts off (a short rest). It takes a short rest to create 1 flask of freeze, and at least a 4x4 area of nonmagical water or ice to draw from.
- **Election:** This is the most powerful lightning spell that can be conjured. The spell deals 8d6 damage to all targets in a 30ft area. Targets wearing metal armor take an additional 2d6 damage. Targets hit by this are also stunned and remain stunned until they can make a CON save to recover from the effect (this is rolled at the start of your turn). It takes a short rest to create 1 flask of election, you gain no rest from using the short rest as you need to spend the entire time generating some form of friction.

## SHIFTING DEFENSE

At 13<sup>th</sup> level, when using the dodge action, you can instead choose to apply your warping abilities to your defense instead. Against attacks you can take the dodge action to, you are treated as if you have resistance to the attack, should it still hit. If you have to make a DEX saving throw against a spell to take half damage, you take no damage instead if you succeed.

## CRYSTORIUM BLITZKRIEG

At 15<sup>th</sup> level, your crystorium arsenal can be used at an elevated level for a short time. You can manifest your arsenal into a floating array of weapons circling around you. On your turn you can strike an opponent with your full arsenal in melee, or at a range.

- **Melee Strike:** Damage is based upon the weapon with the highest die, but you cannot add your STR or DEX mod to the damage you deal. Each weapon that you currently have in your arsenal adds 1 additional die of damage. If shields are present, one shield gives its normal benefits. If a second shield is present, then it imposes a disadvantage to the opponents attack rolls.



- **Ranged Strike:** Range is 20/60 and figured like that for the melee strike. However, shields add to the damage you deal, and aren't reserved for defense.

The crystorium blitzkrieg remains in use for 1 round, per +1 modifier you have from your CHA score. After its used you must take a long rest before you can use it again. And if you make multiple attacks on your round then you can choose freely between melee or ranged attacks. Extra damage from Divine Weight adds to the damage here, but you do not gain extra dice for each weapon, just extra dice in general for the attack. Thus, if you are rolling 5 dice for weapons, you could add 1 additional die, (or two), for Divine Weight.

## HOLY/DEATH

At 17<sup>th</sup> level you gain the ability to cast two special spells, Holy & Death. These spells are treated as cantrips and have the following effects:

- **Holy:** When cast the spell as an action you gain a bonus action to dodge, if your successful in dodging you deal 3d8 radiant damage against a single target regardless of them being at a range or in melee combat with you, and you regain 1d4+1 HP. This applies only to a single target, even though you retain the dodge benefit against all attacks against you.
- **Death:** A powerful spell that shrivels your foe to nothing. Each turn you may make a ranged attack roll on a target. The target must make a CON save. If they fail the save they take 3d8 necrotic damage and are at a disadvantage on further CON saves until the start of your next turn. You can continue to use this, but the effect to CON does not stack up, it is simply maintained. A target reduced to 0 HP by this no longer exists as their body has shriveled to nothing (this is only countered by creatures/beings who cannot be permanently killed).

## CRYSTORIUM ULTIMA

At 18<sup>th</sup> level you can occasionally call upon the un equaled might of the gods to help you. Which god that comes to help you is beyond your control, as well as what they do to assist you. Typically, the god will unleash an attack that affects all enemies you face. The damage of the attack is negligible as all targets must instead make a CON save vs. Death, with the DC being the same as it would be for your elemancy powers. If they fail the save, they die. If they succeed, however, then their HP is reduced by half. If the god chooses the heal the player and their party members then they completely restore all lost HP and resurrect any fallen party members who were defeated during the current encounter. When a god shows up is typically up to them, but they often give their assistance when the numbers are against the party – namely if the party is facing a number of enemies that is at least 2x greater than their numbers. Generally, the GM will roll percentiles during the encounter. The score that they need to roll under for the summon to occur is 5% per enemy on the field. If an enemy has a level/CR exceeding that of the party's average, then the chance increases by another 5%. If the roll succeeds once, the roll continues, increasing by 10%. A roll is made each turn after the initial success, with each additional success adding another 10% until 100% is reached. At 100% the god descends to



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deliver their help. If one of these rolls fails however, then only 5% is added to the amount. It is also possible for the Demiglaive to refuse the god's help, but the counter is does not carry over to another encounter.

## SHATTER THE DARKNESS/LIGHT

At level 20 you possess the power to defy evil (or good) beyond all others. Choose whether this will apply to evil or good alignments. When fighting opponents of the chosen alignment type, you have +2 AC against them, your critical threat range for your attacks against these opponents is 19-20. Once per day you can deal +1d8 per +1 modifier you have in your CHA score. This extra damage is of a type that the target is weak against if they have a weakness to a type of damage.

## PATHS OF THE CHOSEN

At 3<sup>rd</sup> level, you choose a path that guides how your Demiglaive powers will evolve. Choose the Path of the Wise, or the Path of the Champion, both detailed at the end of the class description. Your choice grants you features at 3<sup>rd</sup> level and again at 6<sup>th</sup>, 10<sup>th</sup>, and 14<sup>th</sup> levels.

### PATH OF THE WISE

There are some Demiglaives who choose to focus their strengths on their ability to interact with others and wield their magic with greater power.

#### BEARING OF WISDOM

At 3<sup>rd</sup> level, choose two INT based skill this will apply to. When making skill rolls with the chosen skills,

### IMPROVED ELEMANCY FLASKS

At 6<sup>th</sup> level you can create 2 additional elemancy flasks. Every 3 levels there after you gain 1 additional flask that you can create. Also, up to 3 of these flasks can be enhanced by spending double the time to make them. An enhanced flask deals an extra 2 dice of damage. Additionally, the time it takes to create a flask is reduced by half once you reach level 12.

### VIGILANCE

At 10<sup>th</sup> level you are more perceptive than others. When you stand watch, or examine an area, or study something you have advantage on applicable skill rolls to detect things. This helps you to find hidden passages, detect lies, perceive illusions and similar things. You also cannot be surprised while you are conscious.

### MASTERFUL ELEMANCY

At 14<sup>th</sup> level your ability to wield your elemancy is far more potent. The damage of your elemancy spells is increased by 1 additional die, and saving throw DC's are increased by 2.

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## PATH OF THE CHAMPION

Those that choose the path of the champion are individuals who are willing to take the lead, to be an example, and to be a symbol for others.

### HERALD

At 3<sup>rd</sup> level you are the herald of the gods, their chosen champion. Those that have faith in the gods you serve, are easier to influence than others. You gain advantage on skill rolls made when interacting with these people. On the other hand, against those whom oppose the gods you serve you have advantage on intimidation skill rolls made against them. You are also a messenger for the gods, and if they have a message they want conveyed it is your duty to do so.

### CHAMPION ARMS

At 6<sup>th</sup> level you can begin to collect special weapons known as the Champion's Arms. These are weapons wielded by previous Demiglaives and are made of crystal. The difference between normal weapons, enchanted weapons, and champion arms is that champion arms take up no space in the crystorium arsenal. Each weapon is treated like a cantrip spell. You can only have 1 of any type of weapon, like one sword, one axe, one spear, one lance. You can start with one weapon – your chosen champion arm, but you must find any others that there may be.

- **Damage:** Upon getting this the damage is 2 dice for the weapon. This increases by 1 of the die type at levels 11 and 17. You can add your level as a Demiglaive to damage rolls made with these weapons as well.
- **Magic:** The weapons are always treated as being magical, and damage is Radiant or Necrotic damage, (your choice). The damage from your level, however, must be different and can be chosen from any of the other damage types.
- **Sapping Vitality:** The use of champions arms is not something to take lightly. Each attack you land saps 1d4 HP from you, though a short rest will restore this.

### CHAMPION'S WRATH

At 10<sup>th</sup> level you can target one foe to visit your wrath upon. You designate one opponent that this applies to (or one of the gods you serve can also do this for you). All attacks made against the designated target are at advantage. This effect is retained until either the opponent is slain, or 1 minute has passed. The effect cannot be transferred to another target. After a short rest the effect can be used again.

### VANQUISH

At 14<sup>th</sup> level you gain the ability to vanquish a foe with one hit. When you attack an enemy with one of your champion arms, they must make a CON save vs. a difficulty of 8 + your CHA modifier + your proficiency bonus. If they fail the save, the target is treated as if they had taken a critical hit, and your roll damage as such. If the attack reduces the targets HP by half or more, they must make another CON save at disadvantage. If they fail this save they die. If the target succeeds in their first save, then damage is dealt normally and the vanquish ability is expended. If they succeed in their second save, then they remain alive. Vanquish can only be used once per day and is recovered after a long rest is taken.

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