

THE AVOWED

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THE AVOWED

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Special thanks to everyone who's enjoyed, hated, or even just glanced at my work. You've all been a great help to us along the way, and we wouldn't be here without you.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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NEW PACTS

The pacts that an avowed can form are as varied as the avowed themselves. However, though the exact details of what is offered and what is given are unique to those who make them, pacts tend to share particular aspects and abilities. A pact between a human and a particular type of demon will often be similar to that formed by a different humanoid and a different demon of that type.

PATRON PACTS

By far the most common pact made, a patron pact is a bargain between an avowed and a particularly powerful or unique supernatural being. As the majority of an avowed's power comes from the pact itself, a patron loses very little on their side of the bargain. The payment they take in exchange varies from patron to patron, but tends to involve service using the avowed's newfound powers.

Occasionally, a patron pact is made that includes a promise of power for the avowed's bloodline; as a result, many avowed are born into their power. By discovering the details behind their ancestor's bargain, they can gain the same powers that were granted to them (sometimes freely, though more rarely, they too must pay a price to access the pact).

SYMBIOTIC PACTS

Symbiotic pacts differ from patron pacts in that they are two-way. The psychic bond created by the pact is not a mere bargain for symbiotic pactmakers, but a powerful tether between them. Though the individual pactmakers may not be personally powerful, this pact ensures that as one gains power, so too does the other, each drawing strength from the connection they've forged.

ESOTERIC PACTS

Esoteric pacts are rare, unique, and not, strictly, pacts. Unlike the pacts forged by an avowed and another, esoteric pacts are a method of self-empowerment. By creating a special psychic link and enforcing it on the world, an esoteric avowed can contract with abstract concepts, uncaring beings, or even their own pride, gaining powers that few others possess.

While every of pact has different origins and connotations, each has the following features. Some pacts grant unique clauses. Any clause learned through a pact is only available to characters with that pact's ability; an avowed cannot choose to learn it as he levels up.

Name

The name of the pact's source; some pacts are gained from specific creatures, and some are more general; the specifics of how pacts are made with such creatures are detailed at the end of this chapter.

Description

A description of who makes these pacts, what they tend to entail, and common titles an avowed may carry.

Skills

Each pact grants the avowed two additional class skills that are relevant to the pact or its parties.

Attunement

The process of making a pact has side-effects on the avowed; for some pacts, these are subtle, but others are more overt. An avowed gains his pact's attunement ability at 1st level.

Sense

The special sense that an avowed gains at 1st level. Each of these senses are constant supernatural abilities. If a pact sense has an effect that requires concentration, doing so is a move action that can be done while concentrating normally on other effects. Unless noted in the ability, a pact sense does not work through barriers, and requires line of effect to function. The save DC of a pact sense, if any, is the same as that of the avowed's pact abilities.

Pact Empowerments

At 4th, 8th, 12th, 16th, and 20th levels, an avowed's pact grants him a new ability unique to the pact. A pact empowerment is a supernatural ability.

Pact Clauses

Some pacts grant bonus clauses. These function the same way as the clauses described in *The Avowed: Promises of Power*.

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GAME MASTER (PATRON)

To make a pact with the almighty beings even more potent than the most powerful of gods would be considered folly in the eyes of many. These hypothetical overbeings control every aspect of the world, manipulating even gods themselves in a sadistic game that views the lives of even the most powerful heroes as little more than interesting diversions. Even so, those who learn of these mighty creatures might seek to gain their attention with whatever offerings can be attained. Scattered writings claim these beings can be placated with offerings of food and drink none have ever heard of—and yet, what maddened writing has been found on the subject claims that those granted their favor encounter them when fully satiated.

For whatever reason, those granted their favor and power are known as “DMPCs” by other adventurers, though what this title means even they are unwilling to explain. Their *aether pulses* typically take the form of strangely colored, sweet smelling liquids or thin yellow shards blasted at an enemy.

Associated Type: Outsider (native).

Game Master Pact Features

The following are the game master pact's features.

Skills: Knowledge (dungeoneering), Knowledge (history).

Attunement: Whenever you use an ability that affects an area and has a duration of 1 round or longer, you increase the radius of a burst, spread, or emanation effect by 5 feet, the length of a cone effect by 10 feet, and the length of a line effect by 20 feet. At 6th level, and every six avowed levels thereafter, these benefits increase by 5, 10, and 20 feet, respectively.

Sense: You can sense a measure of creatures' bestiary statistics. As a move action, you can sense the number of Hit Dice that each creature within 30 feet of you has. If you cannot otherwise see a given creature, you know that someone of that number of Hit Dice exists in range, but do not automatically determine their location. This sense is blocked by the undetectable alignment spell and any other effect that would foil the detect evil spell. Such protected creatures are sensed as if they had an equal number of hit dice to you.

Game Master Pact Empowerments

The following are the game master pact's empowerments.

Right, I Just Remembered (4th): Once per round, in response to a creature moving, you may use a clause or aether pulse that creates an area effect with a duration of 1 round or more as a free action that can be taken when it is not your turn. You may use this ability at any point during a creature's movement. If you do so, you become nauseated until the end of your next turn (even if you would normally be immune).

You Rolled A 10, Right? (8th): Whenever you use the aid another action to aid an ally with a skill or ability check, instead of the normal +2 bonus, you may fudge the dice roll. When you do so, if the dice result is a 9 or lower, they may choose to take 10 on the roll, even if stress or distraction would normally prevent them from doing so.

No, He's Always Been Here (12th): You gain the ability to retroactively expand your backstory, adding NPCs and events to the story. This ability functions like the Leadership feat, except you don't gain a cohort, and you likewise don't immediately gain followers. Instead, as a free action that can be taken at any time, you can remember one of your followers, bringing them into the campaign in a situation decided by you and your GM (potentially even appearing just around the next corner by coincidence). Once a follower is recalled, they remain indefinitely, as a normal NPC and follower.

And We'll Just Ignore That (16th): Once per round, as an immediate action in response to a creature you can see making a d20 roll, you may force that creature to make that roll again, taking the new result (even if it is higher). You may only use this ability before the result of the roll is revealed.

Rocks Fall, Everyone Dies (20th): Whenever you die, you can immediately reroll as the same character. You reappear with the party one week later at full hit points, with all of your equipment (your corpse and gear mysteriously vanish at the same time). In addition, you gain *rocks fall, everyone dies* as a bonus clause.

Game Master Pact Clause

The following clause is granted by the game master pact, and cannot be selected normally.

ROCKS FALL, EVERYONE DIES

Pact (9th); standard action; spell resistance no

You use *clashing rocks*, as the spell, except that a creature that fails their saving throw against being buried in rubble is immediately killed. This is a death effect, though the rest of the ability is not. A creature slain by this ability is banned by the GM from play; such a creature can only be returned to life by a wish or miracle spell, followed by true resurrection or a similar effect.

Game Master Aspirants

Aspirants with the game master pact gain the following aspiration empowerments.

Fudged Dice (4th): Once per turn (even during the turns of other creatures), you may force one d20 roll made as part of an action you were aware of to be rerolled. This does not take an action, and can use this ability after you know the success or failure of the roll in question. At 10th level, and every 6 levels thereafter,

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you may use this ability an additional time per turn. You cannot use this ability to force multiple rerolls of the same initial roll.

GM's Notes (12th): You can make Knowledge and Spellcraft checks untrained, and your rolls for identifying creatures and abilities are treated as natural 20s. This applies retroactively to creatures you had identified prior to entering aspiration, but can still see. In addition, once per turn as a free action, you may choose a creature you can see, and either maximum hit points, current hit points, temporary hit points, damage reduction, resistance against one type of energy, fast healing, regeneration, armor class, fortitude saving throw bonus, reflex saving throw bonus, will saving throw bonus, attack bonus with one weapon it wields or ability you have observed it use, or saving throw difficulty class for one ability you have observed it use. You immediately learn the number defined.

Setting Designer (20th): Once per round, as a free action, you may cause one of the following effects to occur:

- A creature you can see immediately dies, and their corpse is immediately destroyed. A successful fortitude save against your normal clause DC negates this effect, and creatures gain a bonus on this fortitude save equal to their hit dice. A natural 1 on this saving throw is not an automatic failure. This is a death effect.
- You use *stone shape* or *move earth*, as the spell, except that it affects any substance.

- You use *wall of stone*, as the spell, except that the wall may be made from any nonmagical substance.
- You use *major creation*, as the spell, except that you may create living non-creature vegetable matter or cold iron.
- You use *summon monster IX* or *summon nature's ally IX*, as the spells, except that the creatures created by the spell are created, rather than summoned, and as such this is considered to be a conjuration (creation) effect.
- You use *create greater undead*, as the spell.
- You use *astral construct* (see Dreamscarred Press's *Ultimate Psionics*) as a psi-like ability, with a manifester level equal to your avowed caster level.

These are considered to be spell-like abilities except where noted. Any objects or creatures created by this ability are immediately destroyed when you leave aspiration, though creatures killed by it remain dead.

Game Master's Betrothed

Betrothed with the game master pact use the following base form and pact abilities.

Base Form: Any.

Significant Other (4th): You gain gifts befitting your standing. You and your companion gain a combined pool of virtual wealth equal to 20% of the wealth-by-level allotted to a character of your level. Whenever you rest for at least 8 hours, you can gain non-consumable magic items (or upgrades to your current items) of a combined price up to this pool's value. These items only work for



A game master has control over the world like no other.

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you and your companion, they vanish when you reassign the virtual wealth in this pool (and even if taken from you).

Preferential Treatment (12th): You gain *preferential treatment* as a bonus clause.

Center of the Story (20th): All creatures have a starting attitude two stages better than they normally would towards you. In addition, you gain *center of the story* as a bonus clause.

Game Master's Betrothed Clauses

The following clauses are granted by the game master betrothed pact, and cannot be selected normally.

PREFERENTIAL TREATMENT

Pact (6th); standard action; spell resistance no

Choose a creature within 30 feet. That creature has all enhancement and competence bonuses granted by items

.JPEG PACT (SYMBIOTIC)

The curious (in every sense of the word) creatures known as .jpegs are a mystery to many people. Believed to be the creation of a rogue wizard, or possibly a rogue/wizard, they are an eternally helpful species that seeks to preserve scenarios, artwork, and experiences for the ages. Each .jpeg is unique, and has a preference for making replicas of different things. However, possibly because of lost caster levels, the process was flawed—each .jpeg creation is slightly less detailed, slightly more flawed than the original. With this process accumulating over time, even with their best efforts, memories can be lost to the ages. Nonetheless, the helpful and ever-curious .jpegs will do their very best to avoid this.

.jpeg pact avowed are viewed with scorn by many others, and are usually known as “assholes who don’t know what a damn .png is.” Their *aether pulse* often appears shrouded in the same strange corruption that shrouds the .jpegs.

Associated Type: Aberration.

.jpeg Pact Features

The following are the .jpeg pact's features.

Skills: Craft (all), Knowledge (history).

Attunement: Creatures damaged by your *aether pulse* or clauses gain strange visual corruption, making it difficult to see. Each time they take damage, they suffer a 10% miss chance on all attacks they make. This effect stacks, up to a maximum of 50%. Each round, at the end of their turn, a creature suffering from this effect has its miss chance from the effect reduced by 5%. A creature with at least 20% miss chance from this effect treats all other creatures as having concealment from it. A creature with at least 50% miss chance from this effect treats all other creatures as having total concealment from it.

that it is currently benefitting from doubled for one round. A creature cannot benefit from this ability on effects that take more than one round to complete.

CENTER OF THE STORY

Pact (9th); standard action; spell resistance no

All creatures within 20 feet must succeed on a Will saving throw or become fascinated. This effect lasts for as long as you concentrate, and even a creature that has broken free of the fascinate effect must succeed on a new saving throw at the beginning of their turn or fall back under its effect.

Sense: You sense whether or not creatures and objects within 30 feet are damaged, and as a move action, you can determine the current and maximum hit points of a creatures or objects you can see.

.jpeg Pact Empowerments

The following are the .jpeg pact's empowerments.

Audio Corruption (4th): Creatures suffering from your attunement effect have a spell failure chance on all spells equal to their miss chance from your attunement.

Screencap (8th): You gain *screencap* as a bonus clause.

File Compression (12th): Your attunement now causes the target to suffer 15% miss chance each time they take damage from your *aether pulse* or clauses, and a creature may have up to 75% miss chance from that ability. In addition, *dealing damage* with an aether pulse that deals 1d6 damage per caster level causes the target to suffer twice the normal miss chance from that attack.

Artifacting (16th): When using the *screencap* clause, it now functions as *major creation* instead of *minor creation*. In addition, you may use it to create non-creature living vegetable matter, other organic matter, magic items, and even artifacts, should the conditions be met. Consumable or charged items created in this way suffer corruption to their effects; though they function normally, each time they're used, the user becomes the center of a primal magic event. Artifacts created in this way do not benefit from their usual resistance to being destroyed. If the artifact is not mechanically based on an existing item (and thus, has no ingame statistics), then it has hit points and hardness equal to your caster level.

240p (20th): You can use the *screencap* clause as a swift action. In addition, you gain *240p* as a bonus clause.

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.jpegs are curious and friendly, though their interactions are often dangerous to others.

.jpeg Pact Clauses

The following clauses are granted by the .jpeg pact, and cannot be selected normally.

SCREENCAP

Pact (4th); 1 minute; spell resistance no

You use *minor creation*, as the spell, except that you can only use this clause to create a copy of an object that you can see. Created items have no value, as they suffer from obvious visual corruption, and a creature in direct contact (with no barriers such as containers or clothing) with one is affected by your attunement as though they had taken damage from you each round at the end of your turn. You may use this ability to create copies of objects created by this ability, but these objects have their hardness reduced by 2 and their maximum hit points reduced by 5. This penalty is cumulative with each iteration of copy, and can reduce an object's hardness below 0. In such case, the object takes additional damage equal to its negative hardness each time it takes damage. However, an object with a maximum number of hit points of 0 or fewer is permanently broken, and cannot be repaired.

240P

Pact (9th); 1 round; spell resistance no

You use *simulacrum*, as the spell, except that its duration is 1 round per caster level. You may only have one simulacrum

created by this ability at a time. Whenever a creature fails a saving throw or the simulacrum's attack hits a creature, that creature is afflicted by your attunement.

.jpeg Aspirants

Aspirants with the .jpeg pact gain the following aspiration empowerments.

File Corruption (4th): You gain a gaze attack which causes creatures to suffer from a miss chance as though they had been damaged by your *aether pulse* or clauses.

Spreading Failure (12th): A creature adjacent to a creature suffering from your attunement at the end of their turn takes damage equal to your aether pulse's base damage, and gains a 5% miss chance. This miss chance is treated as though it were from your attunement. You may exclude any number of creatures from this effect. A creature's miss chance cannot increase from being adjacent to themselves, but two creatures suffering from your attunement adjacent to one another will both inflict the penalty upon the other. In addition, creatures can gain up to a 75% miss chance from your attunement. When your aspiration ends, creatures suffering from a miss chance above 50% gradually lose their miss chance as normal, though they can't be brought above 50% again unless you're in your aspiration form.

Complete Corruption (20th): Creatures affected

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by your attunement have a chance equal to the miss chance from your attunement to be unable to act during their turn.

.jpeg's Betrothed

Betrothed with the .jpeg pact use the following base form and pact abilities.

Base Form: Amorphous or Humanoid.

Like and Share (4th): You or your companion can concentrate as a full-round action to allow the other to emulate a spell, power, spell-like ability, or psi-like ability either of you saw used by another creature in the past round. The non-concentrating partner must spend the actions as normal, and uses their Charisma instead of any ability scores used to determine the effect of the emulated effect. You can only emulate a given effect once with this ability; in order to do so again, you must

see another instance of it. If the emulated effect requires expensive material components, you must provide them or items of equal value as material components.

Two-Core Corruption (12th): You and your companion's attunements now stack for the purposes of the miss chance applied, instead of overlapping, up to a maximum miss chance of 75%. Dealing damage with an aether pulse that deals 1d6 damage per caster level causes the target to suffer twice the normal miss chance from that attack.

Extension Change (20th): You and your companions' attunements permanently corrupt other creatures, converting them (at least partially) to .jpegs themselves. The miss chance inflicted by your attunement no longer reduces with time—a *wish*, *miracle*, or similar effect can undo the miss chance, but otherwise, a creature is afflicted with your corruption forever.

WORLD ENGINE PACT (ESOTERIC)

To create a pact with the very rules that govern the world is a difficult task. The emotional connection required to form such a bond does not come easily, as the mechanics governing the world are ill-understood and, to a degree, inconsistent. Those who form such connections are often bound by strange experiences in their childhood that prompted them to study and seek out the underlying mechanics of their world—people going inexplicably limp as they are bowled over, creatures flying through the air after a giant's blow, or losing a friend who fell through apparently solid ground. Only after this intense scrutiny has been studied or dwelled on for years does the bond form—and they find a measure of control in it, as terrifying and alien as it is powerful.

Avowed pacted with the world engine are known as "speedrunners." Their *aether pulse* is often a nearby object, empowered and hurled at the target hard enough to lodge itself inexplicably bloodlessly in the target's chest.

Associated Type: Outsider (native).

World Engine Pact Features

The following are the world engine pact's features.

Skills: Climb, Knowledge (geography).

Attunement: In any round in which all of your movement is jumping, you gain a cumulative +5-foot bonus to your movement speed, up to a maximum of twice your movement speed without this bonus. This effect ends if you do not move at least your movement speed in squares or do not successfully jump in a round. You may, however, land mid-movement, as long as you immediately jump to continue the rest of your movement.

Sense: By concentrating for one round, you may learn how far you are from your spawn point. When

you use this ability, you learn how many yards east or west, and how many yards north or south you are from the location in which your character first appeared in this campaign.

World Engine Pact Empowerments

The following are the world engine pact's empowerments.

Clipping Error (4th): You gain clipping error as a bonus clause.

Projectile Manipulation (8th): As an immediate action, when a creature you can see makes a ranged attack, you can apply one of the following effects to the attack:

- **Direction Change:** The attack changes targets in midair, snapping towards a creature or object you can see. It is treated as having attacked that target, even if the attacker does not have line of sight or line of effect to it.
- **Velocity Increase:** The attack deals additional damage equal to your aether pulse's base damage.
- **Velocity Decrease:** The attack takes a penalty to damage equal to twice your avowed level.

The creature that made the attack can make a Will save to negate this effect.

Ragdoll Rush (12th): By clipping into the frames of others, you can cause the world to bug out and launch them away. You gain *aether launch* as a bonus shape. Similar to the specialized shapes granted by feats, this shape has no rank, and avowed without this ability cannot gain it.

Noclip (16th): You can clip through walls, objects, and other barriers. You gain the incorporeal subtype, though you can suppress or resume the subtype as a free action.

Engine Crash (20th): You gain *engine crash* as a bonus clause.

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World Engine Pact Clauses

The following clauses are granted by the world engine pact, and cannot be selected normally.

CLIPPING ERROR

Pact (2nd); standard action; spell resistance no

You become incorporeal until the end of your turn. If you do not have a fly speed and are standing on a solid surface, you immediately begin to fall through it. If you end your turn while in an object, you immediately move to the closest unoccupied space, and then move an equal distance in the same direction. For example, if you end your turn ten feet underground, you would be moved to the surface, and then a further ten feet into the air, moving a total of twenty feet directly up from your starting position.

ENGINE CRASH

Pact (9th); 1 round; spell resistance no

All creatures on the same plane as you are stunned for 1 round (no save), and all creatures and objects are frozen in place, unable to fall or move from their square by any means. This ability ignores all immunities. You immediately fall unconscious for 1 minute after using this ability as you are forced to reboot your pact.

World Engine Pact Shape

The following shape is granted by the world engine pact, and cannot be selected normally.

AETHER LAUNCH

Pact Shape; standard action or full-round action (see text)

You move (up to your speed if you use this shape as a standard action, or up to twice your speed if you used it as a full-round action) and can enter other creatures' spaces during your movement. Using this shape, moving during it, and entering creatures' spaces during it do not provoke attacks of opportunity, though you must end your movement in an open space.

When you enter the space of a creature during this shape's movement, that creature must succeed at a Reflex save or take damage equal to your *aether pulse's* base damage and be launched a number of feet equal to the distance you have moved this turn, in a direction of your choice. If they collide with a solid object or another creature, they stop, and the thing they hit also takes this damage. A creature can make a Reflex save to dodge out of the way of a launched creature, letting them pass through their space without stopping or damaging them. You can only damage a creature once per round with this shape.

World Engine Aspirants

Aspirants with the world engine pact gain the following aspiration empowerments.

RNG Manipulation (4th): You gain the ability to predict the results of actions based on their timing. When you gain this ability, roll 20 d20s and list their

results in order. When you're in your aspiration form, all d20 rolls involving you (such as your attack rolls and saving throws, attack rolls made against you, opponents' saving throws against your abilities) use these results (in order) in place of rolling, taking the result and removing it from the list. Any time you rest for at least 1 minute outside of your aspiration form, you refill the list, rolling d20s and listing their results until you have a total of 20 rolls.

Glitch Mastery (12th): When you enter your aspiration form, you gain one of the following effects:

- You gain access to the *aether launch* shape, as if you were a normal avowed.
- You gain access to a least, lesser, or greater clause of your choice.
- You gain a shape selection of your choice.
- You gain a feat you qualify for as a bonus feat. If you choose a feat with limited uses (such as Empower Spell-Like Ability), then any expended uses carry over if you later lose and regain the feat.

You lose the chosen benefit when your aspiration ends, and can choose a different benefit each time you enter your aspiration form.

Pixel-Perfect (20th): Your movements are precise and exact, allowing you to exploit near-imperceptible paths through reality and breaches in the world. Your movement speeds double, and you never provoke attacks of opportunity while moving. In each turn, you can move a distance up to your speed in any direction (even through the air), in addition to your other actions. You can take the rest of your turn during this movement, interrupting and continuing it freely (so you could, for example, move, then full attack, then continue to move, before using a Quickened spell-like ability and continuing to move some more).



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