

Pact Magic

Feats

Pact Dedication

Archetype, Dedication

Prerequisites Trained in Occultism

Establishes the character as a practitioner of pact magic, allowing them to seal a pact with a single vestige. Once made, this choice is permanent. Sealing a pact with a given vestige provides immediate access to the Vestige Lore and Innate Power. If you already possess the Lore specified, your proficiency is increased one step, to a maximum of your native proficiency cap.

When bound by one or more sealed pacts, you must adhere to the anathema of each Vestige. Violating an anathema immediately ends all benefits of all vestiges, as you are marked as an oathbreaker. All pacts can be resealed after 8 hours of rest.

Seal Pact

Archetype

Prerequisites Pact Dedication, Expert Occultism

Allows the character to seal a pact with a second vestige. This provides all the benefits and restrictions described in Pact Dedication.

Special This feat may be taken up to two additional times, as the character's Occultism proficiency increases to Master and Legendary.

Refine Pact

Archetype

Prerequisites Pact Dedication, Expert Occultism

Choose one pact that you have established. For that pact, gain the Expert Power specified.

Special This feat may be taken once per Occultism proficiency level per pact.

Contractual Loophole

Archetype

Prerequisites Pact Dedication, Seal Pact

When you take an action that violates a vestige's anathema, you may voluntarily break one of your pacts (including the one you just violated) and maintain the other pacts that have been made. This brings with it the consequences of being an oathbreaker as described in Pact Dedication, but only for the selected pact.

Vestiges

Example: Whispering Soul - Spells-As-Powers

The broken vestige of a failed demilich. They sought to break the chains of mortality and, in the process, chained themselves for all eternity.

Vestige Lore Lore [Necromancy]

Innate Power *Chill Touch* (Cantrip)

Expert Power *False Life*

Master Power *Enervation*

Legendary Power *Create Undead (pending)*

Anathema Failing to take command of a situation without a single voice of authority. Failing to take an opportunity to investigate necromantic lore. Allowing yourself to be commanded by one of your lessers.

Example: Whispering Soul - Curated Powers

The broken vestige of a failed demilich. They sought to break the chains of mortality and, in the process, chained themselves for all eternity.

Vestige Lore Lore [Necromancy]

Innate Power *Chill Touch* (Cantrip). If you already possess this cantrip, gain a +2 to attack with it.

Expert Power Gain Resistance 5 against Cold and Bludgeoning.

Master Power *Chill Touch* cantrip gains +2 to attack. If you already possessed this cantrip when you sealed the pact, it gains an additional +2 to attack.

Legendary Power Gain a skeletal companion. This is treated as a full-grown animal companion.

Anathema Failing to take command of a situation without a single voice of authority. Failing to take an opportunity to investigate necromantic lore. Allowing yourself to be commanded by one of your lessers.

Skeletal Companion

Your companion is a humanoid skeleton, or other skeletal form as agreed on between the player and GM. Regardless of form, base statistics are as-follows.

Size Medium

Unarmed Strikes Claw (agile), **Damage** 1d6 slashing

Abilities Str, Dex

Hit Points 8

Skill Athletics

Speed 25 feet

Work Together Benefit Your skeletal companion is deeply unsettling and radiates an aura of discomfort. Until your next turn, all Intimidation checks against a target threatened by your skeletal companion gain a +2 circumstance bonus.

Advanced Maneuver Skeletal Rend (Two Actions: You strike twice with your claws. If both attack hits, deal an additional Strike's worth of damage.)

Ideas In Progress

Granting spells as powers, except for the Cantrip, seems too much like a caster dedication. Perhaps specific benefits?

With spells-as-powers, would probably treat them like the spells you get from the various caster dedications. Feels like it needs more out-of-combat utility. Maybe better as part of a main class using this system? Maybe additional feats? Example: Getting a bonus to use Vestige Lore when gathering information?

Better way to handle than Dedication feats?

Skeletal companion may be coming online way too late? Balance on the powers is all over the place.

Restricting the Master Power to get the extra bonus only when you had the cantrip at time of sealing may be too punishing.