

Lv	BAB	fort	ref	will	special	
1	+0	+0	+0	+2	Ritual of summoning, Pact Summon, Share Spells, Telepathic Link, Innate Arcane, Arcane Upsurge	
2	+1	+0	+0	+3		
3	+1	+1	+1	+3	Arcane Upsurge	
4	+2	+1	+1	+4		
5	+2	+1	+1	+4	Pact Synthesis	
6	+3	+2	+2	+5	Arcane Upsurge	
7	+3	+2	+2	+5		
8	+4	+2	+2	+6		
9	+4	+3	+3	+6	Arcane Upsurge	
10	+5	+3	+3	+7	Pact Synthesis, Quickened Summon	
11	+5	+3	+3	+7		
12	+6	+4	+4	+8	Arcane Upsurge	
13	+6	+4	+4	+8		
14	+7	+4	+4	+9		
15	+7	+5	+5	+9	Pact Synthesis, Arcane Upsurge	
16	+8	+5	+5	+10		
17	+8	+5	+5	+10		
18	+9	+6	+6	+11	Arcane Upsurge	
19	+9	+6	+6	+11		
20	+10	+6	+6	+12	Pact Synthesis	

Alignment: A Pact Mage's alignment must be Chaotic and can be good, neutral or evil.

Hit Die: d8

Class Skills

The Pact Mage's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (Religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex) and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Pact Mage.

Weapon and Armor Proficiency: A Pact Mage is proficient with all simple and martial weapons. A Pact Mage is also proficient with light armor. He can cast Pact Mage spells from His outsiders list of spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a Pact Mage wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Pact Mage still incurs the normal arcane spell failure chance for arcane spells received from other classes (see Arcane Spells and Armor on page 83).

Ritual of summoning (Su): At 1st Level the Pact mage learns the ritual of summoning The ritual requires rare dusts and pigments costing 100gp, and requires 24 hours of uninterrupted meditation in order to summon fourth a

Outsider of one of the types she is allowed. The Pact Mage may perform this ritual as many times as she wants but cannot summon the same Outsider more the once (*see table 1-2 Pact Summon for outsider types).

If the creature summoned agrees to your contract terms, the pact grants him a minimum ability score of 10 in all attributes. The pact has the following effects.

-A summoned outsider considers your level as the caster lever for all their spells.

-The Summoned outsider counts your Charisma in place of their own for determining spell DC's.

-The Pact Mage may use a Summoned Outsiders spell-like ability's as though they wore her own. But each time she does it counts towards how Many times the outsider can use them per day.

-If a summoned Outsider dies in combat, you cannot summon him for another 24 hours.

-Creatures such as demons lose the ability to summon more demons as a spell-like ability.

Pact Summon: When determining which Outsider you are able to summon via the Ritual of summoning, Roll on [table 1-2 pact summons](#) to determine the outsider type you can later summon. You can roll on this table up to you Cha modifier times. (Maximum of 5) each time you roll you add to the list of types you can summon from.

With the exception of the Initial outsider (for example; Angel, Cassisian (CR2)) a pact mage cannot summon a Outsider who's CR exceeds her Own Pact Mage Level -2. For Example: A 8th level Pact Mage who has stricken a pact with an angel may perform the *Ritual of summoning* to add Angel, Choral to her list of summons by striking a pact with him. Again at Level 10th She could do the same to add Angel, Balisse to her summons list. While at the same time if she also has a Pact

with Archon's (Archon, Lantern or Harbinger) at Pact Mage level 4 she may perform the *Ritual of summoning* to add Archon, Hound to her list of outsiders she can summon.

Maximum summoned outsiders; adding the pact mages summoned creatures CR together cannot exceed her level. *For example;* A 2nd level pact mage with Aeon, Angel and Div may only have one of the three initial outsiders in play at any time Since their each of their CR is 2. However a 4th level pact mage may have two summoned at the same time since their combined CR is 4. A pact mage with the *Improved Pact summon feat* would consider her level as 6th and in this case be able to summon all 3 of her outsiders at the same time.

Summoning the outsider is a *standard action*. The maximum number times you can summon an outsider you have a pact with is 3+CHA + ½ you pact mage level per day. A Pact mage may have a total number of Pacts with outsiders equal to her Cha mod + ½ her level.

Table 1-2 Pact Summons

D%	Outsider Type	Initial Outsider
1-5	Aeon	Paracletus
6-10	Agathion	Silvanshee
11-15	Angel	Cassidian
16-20	Archon	Lantern or Harbinger
21-25	Asura	Tripurasura
26-30	Azata	Lyrakien
31-35	Daemon	Cacodaemon
36-40	Demon	Quasit or Dretch
41-45	Devil	Imp
46-50	Div	Doru
51-55	Elemental	Small Elemental
56-60	Inevitable	Arbiter
61-65	Kami	Shikigami
66-70	Kyton	Augur
71-75	Oni	Spirit Oni
76-80	Protean	Voidworm
81-85	Psychopomp	Nosoi
86-90	Qlippoth	Cythnigot
91-95	Rakshasa	Raktavarna
96-100	Untyped	Azer, Soulsliver or Vargouille

Share Spells: The Outsider may cast a spell with a target of "You" on his Pact Mage (as a touch spell) instead of on himself. A Outside may cast spells on his Pact Mage even if the spells do not normally affect creatures of the Pact Mage 's type

Telepathic Link (Su): The Pact Mage has a Telepathic link with his Summoned Outsider to a 1 mile distance. The Pact Mage can communicate telepathically with the Outsider, but cannot see through its eyes. Because of the link's limited nature, only a few words can be shared. The Pact Mage has an Empathic connection to an item or place that his Outsider does.

Innate Arcane (Su): For all purposes of prestige classes and feats, the pact mage counts her class level as her arcane spell

caster level. For a prestige class that requires the ability to cast a minimum spell level she would count her levels as a sorcerer of her level.

Thus a prestige class that would increase her arcane spell caster level for determining spells would instead increase her effective Pact mage level for determining what summons she may have and when she would gain a new *Arcane Upsurge* Additionally, the pace mage can affect her summoned Outsiders spells with her metamagic feats and use her summoned Outsiders spells for item creation feats.

Arcane Upsurge (Su): At the 1st level the Pact mage may use a summoned outsider's spells/day up to 2 additional times then it would normally be allowed to that outsider. This ability is also gained at 3rd, 6th, 9th, 12th, 15th and 18th level

Pact Synthesis (Su): At 5th Level the pact mage gains a special ability or Special attack as a spell-like ability listed in the bestiary for an outsider that she has a pact with, Once chosen it cannot be changed. She gains this ability again at 10th, 15th and 20th level.

Quickened Summon (Ex): At the 10th level the Pact mage may summon and outsider it has a pact with as a swift action instead of a move action. This ability does not allow the pact mage to call more than one summonable outsider in a single turn.

NEW FEATS

Focus Pact Summon

Prerequisites: 1st level Pact Mage

Benefit: For determining the max combined CR of outsiders that you can have summoned into play at once, you count your level as 2 levels higher.

Improved Pact Summon

Prerequisites: Focus Pact Summon

Benefit: For determining the max CR of outsiders that you can summon, you count your level as 1 level higher.