

Pact Magic to Pathfinder RPG Conversion Guide

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[Http://www.pactmagic.com](http://www.pactmagic.com)

August 13, 2009

Here is a quick guide to convert material from Secrets of Pact Magic and Villains and Pact Magic for use in Paizo's Pathfinder Role-Playing Game (<http://www.paizo.com>).

Races and Paragons

Pathfinder versions of pactmaker races are somewhat more powerful and flexible. Note that races no longer have favored classes.

Atlan: Apply a +2 bonus to Charisma. Also, an atlan who takes a pactmaking class can forfeit the "Born of Magic Pact" racial ability for a free Pact Magic feat that the character qualifies for.

Demon Eye: Apply a -2 penalty to Dexterity (rather than -4).

Frehmin: Apply a +2 bonus to Constitution (because surviving the desert takes a hearty body).

Frehmin Paragon Class: Use d8 Hit Die.

Civilized Hobgoblin: Treat as standard hobgoblin without a level adjustment (Pathfinder RPG has no level adjustments anyway). The civilized hobgoblin now enjoys a +2 bonus to Constitution and Dexterity, 60 ft darkvision, and a +4 racial bonus on Stealth checks.

Hobgoblin Prince: He gains the *charm person* ability at 2nd level (rather than 1st) and has no level adjustment.

Hobgoblin Paragon: Use d10 Hit Die.

Fearling Troglodyte: Add a +2 natural armor (rather than +1). Add Common as an automatic language. Grant darkvision to 90 ft (rather than 60 ft).

Troglodyte Paragon: Use d10 Hit Die.

Classes

In Pathfinder, a class's Hit Dice and BAB progression are strictly coupled and most classes are powered up. Other changes to classes are also reflected in the adjustments below.

Empyrean Monk: At 3rd level, grant Maneuver Training (see below); and at 5th level, grant Ki Pool (see below).

Exorcist: Use d8 Hit Die. Moreover, the exorcist can use three orisons at any time. The orisons are *light*, *stabilize* and one additional orison (selected from the cleric spell list).

Foe Hunter: Use d8 Hit Die. Also, apply a good Will save (in addition to good Reflex save).

Medium (NPC Class): Unchanged.

Muse: Use d6 Hit Die. Also, the muse can use her cantrips for free (they do not cost 1/2 spell level).

Occult Priest: Unchanged.

Pact Warrior: Use d10 Hit Die. Also, apply a good Will save (in addition to good Fortitude save).

Ravaged Soul: Reduce to d8 Hit Die. However, when bound with her favored spirit, a ravaged soul gains +1 hit point per class level.

Rookblade: Use d8 Hit Die.

Soul Weaver: Use d6 Hit Die. Also, a soul weaver can use her cantrips an unlimited number of times daily (just like other spellcasters in Pathfinder RPG).

Spirit Binder: Unchanged.

Templar: Use d10 Hit Die. Also, he can use his one daily orison at will and he enjoys a good Will save (in addition to a good Reflex save).

Unbound Witch: Unchanged.

Warbinder: Use the fighter attack bonus progression. Moreover, his *message* and *status* spell-like abilities are usable at will and the Apirit Aura feature lasts 2 minutes (rather than 3+Cha mod).

New / Modified Classes Features

Use the following class features in addition or in lieu of existing class features.

Maneuver Training (Ex): At 3rd level, an empyrean monk uses his class level in place of his base attack bonus when calculating his Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Ki Pool (Su): At 5th level, an empyrean monk gains a pool of ki points, supernatural energy he can manipulate to accomplish amazing feats. The number of points in an empyrean monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike.

At 5th level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his ki pool, an empyrean monk can make one additional attack at his highest attack bonus when making a second strike attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, an empyrean monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Prestige Classes

Like base classes, a prestige class's Hit Dice and BAB progression are strictly coupled. Also, reduce by 3 the required skill ranks when adjudicating prestige class entry requirements.

Binder Sage: Use d8 Hit Die.

Mana Prefect: Use d6 Hit Die.

Mask Adept: Use d8 Hit Die.

Pact Magician: Use d6 Hit Die.

Savage Warbinder: Use Fighter base attack bonus progression (+1 per class level).

Skills, Feats, and Spirit Binding

Make the following skill adjustments. Also, remember to reduce by 3 the required skill ranks when adjudicating spirit binding requirements and feat prerequisites.

Concentration: Some abilities and feats require binders make a concentration check. The feat Vatic Clarity requires a DC 15 Concentration check and 7 ranks in Concentration. Replace all instances of Concentration with Knowledge (arcana).

Linguistics: In Pathfinder RPG, a binder can attempt a Linguistics check to correctly speak a language while performing a pactmaking ceremony with a specific language requirement. The DC equals 10 + the spirit's level. Failure indicates that the binder suffers the usual penalty for attempting to bind a spirit for which he does not meet all the requirements. Success means he effectively meets the language requirement that one time.

Sorcerer Bloodline

Pathfinder RPG introduces sorcerer bloodlines. Here is a new bloodline apropos to pactmaking.

Ravaged

At some point in your family history or due to the supernatural effects of pactmaking while in the womb, the power of unnamed spirits flow through you.

Class Skill: Knowledge (planes).

Bonus Spells: *detect pact spirits* (3rd), *heroic binder* (5th), *scent of lore* (7th), *spirit birth* (9th), *bind spirit I* (11th), *circe's urgent pact* (13th), *delay death* (15th), *bind spirit IV* (17th), *mass spirit binding* (19th).

Bonus Feats: Accelerate Spell, Focal Constellation, Spirit Imp, Spirited Metamagic, Sudden Substitution, Supernatural Exchange, Voice of Power, Words of Focus.

Bloodline Arcana: Whenever you cast a spell that targets an opponent that has a divine aura or is an outsider type creature, increase the spell's DC by +2.

Bloodline Powers: You can evoke and manipulate the inchoate supernatural energies that normally lie dormant within you.

Spirit Surge (Su): At 1st level, you can make a ranged touch attack against a foe within 30 feet to deliver untyped supernatural energy equal to 1d4 points of damage +1 per for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Supernatural Resistance (Su): At 3rd level, you enjoy a +2 bonus on saving throws to resist supernatural abilities or possession (such as by a ghost or fiend). At 9th level, this bonus increases to +4.

Swift Binding (Su): At 9th level, you can bind a spirit as a full-round action that provokes opportunity attacks. You can bind any spirit for which you meet the requirements so long as the spirit's level is less than or equal to 1/2 your sorcerer level. While bound, your effective binder level equals your sorcerer level. The binding lasts two minutes, after which time you are fatigued. You cannot use this ability if you are already fatigued. You can use this ability once per day at 8th level and twice per day at 17th level. At 20th level, you can use this ability three times per day.

Spirit-Touched (Su): At the start of each day, you may select one supernatural ability from the list of options for spirit-touched creatures (see *Secrets of Pact Magic*, page 307 for details). Each day, you may select a different ability and you must meet an ability's requirements in order to select it.

Vatic Ascension (Su): At 20th level you acquire qualities of a spirit similar to a living nightmare. You acquire a ghostly white countenance and unnatural features such as extra eyes

or outlines of faces beneath your skin. You can use *analyze pact spirits* at will and are immune to exorcism, possession, petrification, hold, soul trapping, temporal stasis, and sleep effects.

Cleric Domains

Some clerics use pact magic, and the occult priest gains access to cleric domains. Cleric domains work somewhat differently in Pathfinder RPG.

SPIRIT FRIEND DOMAIN

Granted Power: As normal.

Spirit Smite (Su): As part of an attack action, you can smite a foe with supernatural energy. The smite may be part of a weapon attack that targets one opponent. Resolve your attack as normal, and if it succeeds, apply bonus insight damage equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Swift Binding (Su): At 8th level, you can bind a spirit as a full-round action that provokes opportunity attacks. You can bind any spirit for which you meet the requirements so long as the spirit's level is less than or equal to 1/2 your cleric level. While bound, your effective binder level equals your cleric level. The binding lasts two minutes, after which time you are fatigued. You cannot use this ability if you are already fatigued. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: As normal.

SPIRIT HUNTER DOMAIN

Granted Power: As normal.

Smite the Possessed (Su): You can smite a pactmaker or a possessed creature as a melee touch attack, dealing 1d8 points of untyped energy damage +1 point for every two cleric levels (round down). This touch has no effect on creatures that are not binders or not possessed.

Exorcism (Su): At 8th level, you can perform an exorcism to expel a bound spirit or possessing creature such as a ghost. The spirit or creature must be within 30 feet and line of sight and enjoys a Will save to resist. The DC equals 10 + 1/2 your cleric level + your Charisma modifier. To resolve exorcism of a bound spirit, the targeted binder tries d20 + 2x the spirit's level + his Charisma modifier. When possessed or bound with multiple entities, you may specify an entity or target one at random. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: As normal.

PACT MAGIC DOUBLE DOMAIN

Granted Power: As normal.

Vatic Surge (Su): As part of an attack action, you can strike a foe with supernatural energy. The surge may be part of a weapon attack that targets one opponent. Resolve your attack as normal, and if it succeeds, apply bonus insight damage equal to 1d8 + 1/2 your cleric level (minimum 1). Moreover, the target must succeed on a Will save or be dazed for 1 round. The DC to resist equals 10 + 1/2 your cleric level + your Charisma modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Mystic Binder (Su): At 8th level, you can use the *spirit mask* spell for a number of minutes per day equal to your caster level. Moreover, while using this ability, you enjoy the benefits of the *greater enemies and allies* spell. Activating this ability is a swift action. Each time you activate the ability, you may select a different spirit that you have bound. You can use the minutes all at once or spread out over the course of the day.

Domain Spells: As normal.

Other Changes

Look here for additional changes in the future.