

Blade-pact

Table: Blade-pact Invocations				
Level	Lesser	Minor	Major	Master
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	1	-	-	-
5	1	-	-	-
6	1	-	-	-
7	1	-	-	-
8	1	-	-	-
9	2	1	-	-
10	2	1	-	-
11	2	1	-	-
12	2	1	-	-
13	2	1	-	-
14	2	2	1	-
15	2	2	1	-
16	3	2	1	-
17	3	2	1	-
18	3	2	1	-
19	3	2	2	1
20	3	2	2	1

Blade-pact

A warlock of the Blade-pact has sealed their pact with their patron not simply for magical prowess, but combat prowess as well. The secrets of their abilities are locked within their Pact Blades, weapons of intangible force that replicate normal weapons, save that they act almost like as though they have a life of their own, guiding the warlock's hand and whispering the knowledge of countless warriors and fighters before them. How the blade-pact's patron gained this knowledge is unknown or best not mused upon. All that matters is that they find a new purpose in blade-pact's hands.

Weapon and Armour Proficiencies

A blade-pact warlock gains proficiency in medium armour and shields, as well as the warlocks usual proficiencies. The blade-pact can use their spell-like and supernatural abilities without incurring the normal arcane spell failure chance a warlock typically incurs from using medium armour and a shield. This, however, does not apply to spells gained from other classes through multiclassing, which incur arcane spell failure as normal. blade-pact's invocations and spell-like abilities are also subject to arcane failure chance if the warlock is wearing heavy armour.

The blade-pact is also proficient with their pact blade while they wield it, but only with their pact blade. They do not otherwise gain proficiency with a form their pact blade can take.

This alters the warlock's weapon and armour proficiencies.

Pact Blade (Su)

At 1st level, a blade-pact can conjure up a weapon gifted by their patron. This feature works identically to the Eldritch Blade blast shape except with these differences:

This weapon can take the form of any martial weapon or any exotic weapon the warlock has closely studied for at least 10 minutes without interruption at some point in the past. The blade is also not dependant on activating Eldritch Blast, and can simply be conjured as a standard action. The Pact Blade still benefits from any effect that affects Eldritch Blast.

When determining the Pact Blade's damage dice, you may use its regular damage dice, or the damage dice of a Warpriest's Favoured Weapon of an equivalent level to the warlock's levels in this class. Levels in warpriest stack with your warlock levels to determine your damage dice progression.

When determining the blade-pact's BAB while attacking with this pact blade, the blade-pact may choose to use their total levels in the warlock class as their warlock BAB instead of the warlock's

normal BAB. This applies only to making attacks or combat maneuvers with their pact blade, but stacks with BAB gained from other classes.

At 3rd level, a blade-pact can enhance their pact blade using their eldritch reservoir. As a swift action, a blade-pact can spend 2 points from their eldritch reservoir pool to give their pact blade a +1 enhancement bonus for 1 minute. For every three levels beyond 3rd, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 15th level, but the eldritch reservoir point cost of this ability increases by 2 for every enhancement bonus above +1. You may choose to use as many points up to the maximum allowed for your blade-pact level when you utilize this feature. These bonuses can be added to an already magical weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 6th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the eldritch reservoir points are spent and cannot be changed until the next time the blade-pact uses this ability. If the blade-pact ever lets go of their pact blade or dismisses it, the enhancements cease functioning until the blade returns to their possession, but the duration of these enhancements still continue to elapse while they cease to function in this way

This replaces the warlock's Eldritch Blast and Shaped Blast 1,2,3,4 and 5 features and alters the Eldritch Reservoir feature.

Limited Invocations

A blade-pact does not gain invocations until 4th level, and have a separate table to determine when they gain invocations. Refer to Table: Blade-pact Invocations for when blade-pacts gain new invocations, and what category of invocation they gain.

This alters the warlock's normal invocation progress, and the blade-pact does not gain minor invocations until 9th level, major invocations until 14th, and master invocations until 18th. The blade-pact can exchange any of their known invocations for one of the same category once every 5 levels after 4th level. Blade-pacts are never eligible for the Broader Invocation feat.

Thirsting Blade

At 5th level, whenever you hit a creature with your Pact Blade, instead of adding your Strength modifier to the weapons damage roll, you add your Charisma modifier. This only affects damage dealt by your Pact Blade.

This replaces Agonizing Blast.

Forbidden Techniques

At 8th level, and every 4 levels after 8th, you are gifted with your patron's knowledge of martial techniques. A blade-pact can choose a combat feat as a bonus feat, so long as they meet the prerequisites for that feat. The blade-pact treats their warlock level as their fighter level for the purpose of meeting prerequisites.

These feats only function with the blade-pact's pact blade. When a blade-pact gains an additional bonus feat from this feature, they may choose to replace one of their previous choices with a new choice if that choice would not cause the blade-pact to be unable to meet the prerequisites of other feats.

This replaces Forbidden Knowledge.

Lifedrinker (Su)

At 12th level, when the blade-pact successfully strikes a living creature of HD equal to or more than the blade-pact's level, then they may draw some of that creature's lifeforce into themselves by spending 2 eldritch reservoir points as a swift action. This otherwise functions as the Leeching Blast blast shape.

Cloaked in Steel

At 18th level, a blade-pact gains proficiency in heavy armour, and is not subject to arcane failure using their blade-pact spell-like and supernatural abilities while using this armour. While using heavy armour or medium armour, the blade-pact's movement speed is not reduced from their normal speed.