

PACT OF THE TRIGGER

You can use your action to draw upon the powers of your Patron and create a hex gun in your empty hand. You can choose the form that this spellcasting focus takes each time you create it. It can either be a Sniper or a Revolver (detailed below).

Your hex gun disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss it (no action required), or if you die.

Your hex gun acts as a spellcasting focus, and when you cast cantrips with it, it channels them as bullets (these still count as spells). Instead of increasing the damage of the cantrip when you reach certain levels, you can cast the cantrip additional times as part of the same action (except for Eldritch Blast, which is cast as normal). To be cast in this way the cantrip must deal damage, it must make a spell attack or require a saving throw, and have a range other than self.

You can fire a cantrip in this manner 2 times at level 5, 3 times at level 11, and 4 times at level 17. If you do, the cantrip can deal its base damage more than once, but its other effects cannot be applied again.

Sniper Form: Your ranged spell attack rolls cast through the hex gun have their range doubled and ignore half-cover. While wielding this weapon you know the *ray of frost* cantrip.

Revolver Form: Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls cast through the hex gun. While wielding this weapon you know the *shocking grasp* cantrip.

Eldritch Invocations

AGONIZING SHOTS

Prerequisite: Pact of the Trigger feature

When you cast a cantrip, add your Charisma modifier to the damage it deals on a hit (if you don't already add your Charisma modifier to it).

BULLET HELL

Prerequisite: level 5, Pact of the Trigger feature (revolver form)

You temporarily duplicate your hex gun to unleash a flurry of bullets as an action. All creatures within a 10 foot cone in front of you must succeed a Dexterity



saving throw against your spell save DC or take 2d10 force damage. This damage increases to 3d10 at level 11 and 4d10 at level 17. To use this action you need to be holding your hex gun in one hand and have the other hand free.

You can use this action a number of times equal to your Charisma modifier, and regain all expended uses after completing a short or long rest.

CRIPPLING SHOT

Prerequisite: Pact of the Trigger feature

Once per turn, when you damage an enemy with an attack made using your hex gun, you can force them to make a Strength saving throw against your spell save DC or fall prone and have their speed reduced to 0 until the start of your next turn.

You can use this ability a number of times equal to your Charisma modifier, and regain all expended uses after completing a long rest.

DEAD EYE

Prerequisite: level 15, Pact of the Trigger feature (sniper form)

If you haven't moved this turn, you can take aim as a bonus action, reducing your speed to 0 and granting you advantage on all attacks you make using your hex gun until the end of your turn.

HEADSHOTS

Prerequisite: level 9, Pact of the Trigger feature (sniper form)

Once per long rest, as a bonus action you can enhance your focus to see the weak spots of your foes. For the next minute attacks you make using your hex gun score a critical hit on a roll of 19 or 20 on the dice.

QUICKSTEP

Prerequisite: level 7, Pact of the Trigger feature

Your reflexes are honed. As a reaction, when an enemy makes a melee attack against you, before being hit, if your speed isn't 0, you can move 5ft away from the foe without triggering attacks of opportunity, potentially avoiding the attack if you leave its range.

You can use this reaction a number of times equal to your Charisma modifier, and regain all expended uses after a short or long rest.

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