

WARLOCK - PACT OF THE BLADE

Fast fix of hexblade

PACT OF THE BLADE

At 3rd level when you gain Pact of the Blade you gain next benefits: Pact weapon, Hexwarrior, Battle training, Blade not Blast.

Pact weapon*

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon 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 the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Hexwarrior**

Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. This benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

Blade not Blast

Damage of Eldritch Blast become 1d8 and can't be improved by any invocation.

Battle training**

Also, when you made pact, you acquired the training necessary to effectively arm yourself for battle. You gain proficiency with **medium armor, shields, and martial weapons.**

В базовые свойства пакта добавляем:

Владение доспехами и оружием.

Для возможности использования Харизмы для атак оружием и защиты, пришлось добавить эту особенность на первый уровень, равно как и владение доспехами и щитом.

Чтобы сбалансировать полученные новые особенности и с учетом того что это пакт клинка – накладываем штраф на Элдritch Блест

Also, you can learn additional spells.

Table 1 Pact of Blade additional spells

Spell Level	Spells
1st	shield ^{Re} , wrathful smite ^{BA}

2nd	blur, branding smite ^{BA}
3rd	blink, elemental weapon
4th	phantasmal killer, staggering smite
5th	banishing smite, cone of cold

INVOCATIONS

- Eldritch Smite
- Extra attack (вместо Thirsting blade)*
- Hexblade's Curse*
- Improved Pact Weapon
- Lifedrinker*
- Shielding steel**
- Wind of Steel**

*modified c invocations

** added invocations

Eldritch Smite

Prerequisites: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

Improved Pact Weapon

Prerequisites: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

Extra attack*

Prerequisite: 5th level, Pact of the Blade feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

Должна быть просто обычная атака. Как у артифисера

Hexblade's Curse*

Prerequisite: 6th level, Pact of the Blade feature

You gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.

Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.

If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

Поскольку во многом из—за хексблейд курса многие его и брали для мультикласса – перенос особенности на более поздний уровень уменьшит количество дипов в хекса на 1-2 уровня.

Lifedrinker*

Prerequisites: 12th level, Pact of the Blade feature, Hexblade's Curse

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1) and you gain temporary hit points equal to your Charisma modifier. *These temporary hit-points stacks with temporary hit points received from Armor of Agathys, False Life spell.*

|| С учетом распространенности некротического урона ||
|| Лайфдринкер явно надо было у ||

Shielding steel**

Prerequisites: Pact of the Blade feature

You can cast *shield* spell without components number of times equal to your proficiency modifier. You regain all uses of this feature after long rest.

Wind of steel**

Prerequisites: Pact of the Blade feature, 10 level

You know *steelwind strike* spell and can cast it once. You will gain ability to do it again after long rest.