

WARLOCK PACT OF THE BLASTER

Do you like to shoot lasers? Do you like to disintegrate things? Do you like to blow stuff up? Do you like to not get hit? If you answered “yes” to any of these questions, Pact of the Blaster is for you!

Not much is known about the blaster. Those who remember specifics about when they made a pact with it say it came to them, leaving them in a trance. It was a microscopic beam of light traveling from infinity to infinity, back and forth, a thousand times a second, echoing the truths and powers of a thousand generations. It is believed to be either the thing that caused the wind to blow, the sun to shine, the river to flow, and the sparrow to fly, or the very essence of these. All that is really known is that every time one being launches energy into the face of another with destructive intentions, the blaster is at work, somewhere, everywhere, and nowhere.

Your patron will stop at nothing for blasting, and your ability to blast is enhanced through additional spells beyond any others’ blasting. You gain spells from your patron. The following spells are added to the Warlock spell list for you.

EXPANDED SPELL LIST

The Blaster lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

BLASTER EXPANDED SPELLS

Warlock Level	Spells
1st	Chromatic Orb, Magic Missile
3rd	Find Steed, Scorching Rays
5th	Call Lightning, Fireball
7th	Find Greater Steed, Vitrolic Sphere
9th	Flame Strike, Negative Energy Flood

UNSTOPPABLE BLASTING

At 1st level, your patron doesn’t want you to have to stop blasting. Your ranged spell attack rolls don’t have disadvantage if the target is within 5 feet of you. Also, rising from being prone takes 5 feet of your movement.

VERSATILE BLASTING

Starting at 6th level, you gain the ability to use an action to add a warlock cantrip that uses an attack roll to your spell list and cast it as the same action. The cantrip remains in your spell list until you finish a long rest. You may activate this ability once between long rests.

In addition, you gain blindsight within 120 feet of you, independent of your bodily senses, and can use this to cast spells that require sight of a target.

ADVANCED BLASTING

At 10th level, your patron wants you to stay in appropriate range for blasting. You have proficiency with vehicles (land) and vehicles (water) and may use a bonus action to Disengage when you cast a spell which requires you to make an attack roll with your action.

MIGHTY BLASTS

At 14th level, when you cast a conjuration or evocation spell, you can add your Charisma modifier (minimum of 1) to each damage roll it induces.