

Fiendish Codex:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is an option written by Odvaskar for that feature. The Hell Trigger

Hell Trigger

Your soul will go to hell after you die, but you have made a deal with the devil that holds your soul. The deal is to find others that have broken their contract or deal with this fiend and make sure their souls go to hell. Hell Triggers are infernal bounty hunters that collect souls to someday save their own from damnation. Most hell triggers are charming gunslingers with a quick wit and even quicker trigger fingers.

Soul Hunting Fiend

3rd-level Hell Trigger feature

You have signed a contract with an archdevil to save your soul from damnation by finding other mortal souls who have broken their contract. Once signed your soul is instilled with hellfire. You gain the following benefits:

- You can speak, read, and write Infernal.
- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Hell Trigger

3rd-level Hell Trigger feature

The contract you signed gives you knowledge of a ritual to summon an infernal firearm called a Hell Trigger that is bonded your soul. You can perform this ritual over the course of an hour, which can be done during a short rest.

Once summoned, you are proficient with this firearm, and you can't be disarmed of the firearm unless you are incapacitated. If it is on the same plane of existence, you can summon the firearm as a bonus action, causing it to teleport instantly to your hand. The hell trigger holds a number of ammunition equal to your proficiency bonus before having to be reloaded.

Hell Trigger

Damage	Firearm Type	Properties
1d10 + Dex modifier Fire damage	Pistol	Ammunition (infinite), Range (30,90), Loading, light

Trick-shots. You learn the Hellfire Shot and two other trick-shots of your choice, which is listed under "Trick-shots" below. You can only use one trick-shot per attack. You gain an additional trick-shot of your choice at 7th, 10th, and 15th level. Each time you learn a new trick-shot you can replace one trick-shot you know with a different one.

Soul Coins. Your hell trigger can be infused with more power be consuming soul coins. You have a number of soul coins equal to your proficiency bonus, which can only be used to fuel your trick-shots. You regain all your expended soul coins when you finish a short or long rest.

Saving Throws. Some trick-shots require your target to make a saving throw to resist the trick-shot's effect.

Trick-shot save DC = 8 + your proficiency bonus + your Charisma modifier.

Trick-shots

3rd-level Hell Trigger feature

Hellfire Shot. When you hit a creature with a hell trigger attack, you can expend one soul coin to infuse the attack with hellfire. Your attack deals an extra die of damage, and the damage ignores resistance and immunity to fire damage.

Piercing Shot. When you use this option, you don't make an attack roll. Instead, you expend a soul coin to have the hell trigger shoot out a line of fire that is 1 foot wide and 60 feet long. Each creature in that line must succeed on a Dexterity saving throw, or it takes 2d10 fire damage. On a successful save, a target takes half as much damage.

The fire damage increases to 3d10 when you reach 18th level.

Ricochet. When you make an attack roll with your hell trigger, you can expend one soul coin to have your shot ricochet. Your attack deals an extra 2 fire damage and ignores the AC bonus of shields, and cover.

Quick Draw. If surprised at the beginning of combat and aren't incapacitated, you can expend a soul coin to act normally on your first turn, but only if you use your action to make a hell trigger attack before doing anything else on that turn.

Deflecting Shot. You can expend a soul coin to use your reaction to deflect or destroy a missile when you are hit by a ranged weapon attack. When you do so, the damage you take is reduced by 1d10 + your Dexterity + your fighter level.

Disarming Shot. When you hit a creature with a hell trigger attack, you can expend one soul coin to attempt to disarm the target. Your attack deals an extra 2 fire damage, and the target must succeed on a Strength saving throw or have an object it's holding drop and land 5 feet away from it.

Maiming Shot. When you hit a creature with a hell trigger attack, you can expend one soul coin to attempt to stop the target from moving. Your attack deals an extra 2 fire damage, and the target must succeed on a Strength saving throw or have its speed reduced to 0 until the end of its next turn.

Critical Shot. When you make an attack roll with your hell trigger, you can expend one soul coin to make a headshot. Your attack deals an extra 2 fire

damage, and the attack can score a critical hit on a roll of 19 or 20.

Explosive Shot. When you hit a creature with a hell trigger attack, you can expend one soul coin to have the area around the target combust with fire. Immediately after your attack hits the creature, all other creatures within 15 feet of it take 1d10 fire damage each.

The fire damage increases to 2d10 when you reach 18th level.

Devil's Taunt

7th-level Hell Trigger feature

Beginning at 7th level, the hellfire within you allows you to exude a fiendish presence to taunt an opponent. As a bonus action, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or you gain advantage on your next attack roll against it till the end of its next turn. If you hit the taunted target with a hell trigger attack, you gain temporary hit points equal to your Charisma modifier.

You can use this feature twice per short or long rest.

Infernal Gunslinger

10th-level Hell Trigger feature

At 10th level, the infernal iron of your hell trigger can morph into different forms. As a bonus action you can change its form to make it into a rifle, a shotgun, or split it in two and gain a second hell trigger pistol. The stats for each are listed in the table below.

Each attack with the shotgun form requires creatures in its range to make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or take half of the damage from the attack.

Hell Trigger forms

Damage	Firearm Type	Properties
1d8 + Dex modifier Fire damage	Dual Pistols	Ammunition (infinite), Range (30,90), Loading, light
1d12 + Dex modifier Fire damage	Rifle	Ammunition (infinite), Range (40,120), Loading, Two-handed
2d6 + Dex modifier Fire damage	Shotgun	Ammunition (infinite), Range (15-foot cone), Loading (2 shots)

Fiendish Corruption

15th-level Hell Trigger feature

Your time spent in service of an archdevil and the hellfire within you have begun to change physically. You gain resistance to fire damage, and you can cast the Darkness spell without expending a spell slot. You can do so a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest. Additionally, your body takes on a more devilish form similar to a tiefling.

Damnation

18th-level Hell Trigger feature

At 18th level, you can use your action to make a series of quick shots to send souls straight to hell. Choose up to 4 different creatures that you can see, recording the order in which you choose each one. The first target must be within the range of your hell trigger; each subsequent target must be within 30 feet of the previous target. Make an attack with your hell trigger against each target. Any humanoid killed by an attack from this feature has its soul funneled into the River Styx, where it's reborn instantly as a lemur devil.

This feature can't be used again until you finish a long rest, and your hell trigger must be in pistol form to use this feature.