

Jaeger

- [Absolute Chapter](#)
- [Additional Focus Arts](#)
- [Finishers](#)
- [Heretic Chapter](#)
- [Jaeger class features](#)
- [Jaeger feats](#)
- [Jaeger overview](#)
- [Marauder Chapter](#)
- [Salvation Chapter](#)
- [Sanguine Chapter](#)

Absolute Chapter

Jaegers of the Absolute Chapter aim for the perfect hunt - to kill their prey without suffering a single hit. Quick hands, quick feet, and quick minds, they never stay still - always one step ahead, always striking with lethal accuracy. They are masters of their craft, refining the core techniques of a jaeger to absolute perfection. Members of the Absolute Chapter are respected by their allies and feared by their enemies.

Counter Strike

Starting at 3rd level, when you use the Weapon Parry Focus Art, your damage roll increases by an amount equal to half your level in this class (rounded down). If the amount of damage you block exceeds the damage their attack would deal, and your attack roll would hit their AC, the target takes damage equal to the remainder of the damage roll.

Whenever you expend a Focus Point on a Focus Art, you gain advantage on your next weapon attack roll before the end of your next turn.

Unencumbered Movement

Also at 3rd level, while you are wearing light armor or no armor, your speed increases by 10 feet, and the distance you can move when using the Dodge Step Focus Art increases by 5 feet.

Encircling Strike

At 7th level, if you move to the opposite side of a creature from where you started your turn, or are directly on the opposite side of a creature from an allied creature of yours, you deal additional damage to

the target equal to your Momentum die the first time you hit it with a melee weapon attack.

Mobile Pursuer

At 14th level, when you move as part of your Hunter's Pursuit, you ignore difficult terrain, can pass through hostile creatures, and don't need to spend extra movement to climb or swim.

The Hunt

Starting at 17th level, you can declare a hunt (no action required). For 1 minute, you are under the effect of freedom of movement and each time you expend a Focus Point, you gain 2 Momentum dice, instead of 1. This effect ends early if you become incapacitated, or end it early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

Additional Focus Arts

Aerial Vault

Focus Art, special

When you make a long jump or high jump, you can expend 1 Focus Point to double your jumping distance for that jump and you can ignore difficult terrain until the end of your turn. When you use this Focus Art, the maximum distance you can jump isn't limited by your movement speed.

Elemental Art

Focus Art, bonus action

As a bonus action, you expend 1 Focus Point and touch a weapon you're carrying. Choose between Acid, Cold, Fire, or Lightning. For 1 minute, the weapon deals that damage type.

Focus Mind

Focus Art, reaction

As a reaction to making a saving throw against being charmed, frightened, or having your mind read or influenced, you can expend 1 Focus Point to gain advantage on the roll. If you already have advantage on the roll, you can reroll one of the dice once.

Flourish

Focus Art, bonus action

As a bonus action, you expend 1 Focus Point and gain 1 additional Momentum die (gaining 2 Momentum dice in total, which includes the die gained through the Momentum feature from expending the Focus Point on Flourish).

Hunter's Rush

Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to take the Dash action.

I Don't Want To Be Eaten Today

Focus Art, reaction

As a reaction to becoming grappled or restrained by an effect that has an escape DC or to making a contested roll against these conditions, you can expend 1 Focus Point to attempt to immediately escape the effect, making an Athletics or Acrobatics check against the escape DC, or gain advantage on the contested roll.

Jaeger's Assessment

Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to make an Intelligence (Investigation) check against a hostile creature you can see within 60 feet, contested by its Charisma (Deception) check. On success, you learn its creature type, AC, any resistances or immunities it has to damage or conditions, and any spells it is under the effect of.

Alternatively, when you take this bonus action, you can take the Search action.

Finishers

Breaking Blow

Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice to force the target to make a saving throw, or suffer a condition for 1 minute on a failure. The DC of the save is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus. The condition depends on the number of Momentum dice you have when you use this Finisher. You can choose to inflict a condition that requires fewer Momentum dice than you expend, but all Momentum dice are expended regardless of the condition selected.

The target can repeat its saving throw against the condition at the end of each of its turns, ending the effect on a success. If the condition inflicted is Prone, they do not need to pass a subsequent save and can end the condition by standing as normal instead (if able to).

If the target fails their initial save against the effect, you regain 1 Focus Point.

Chasing Finisher

Finisher, bonus action

As a bonus action, you expend all of your Momentum dice to move 10 feet per die expended before making a melee weapon attack. On hit, add the expended Momentum dice to the weapon damage roll.

Hemorrhaging Wound

Finisher, special

When you hit a creature with an attack, you can expend

all of your Momentum dice to rend a vicious bleeding wound. At the end of each of the creature's turns, it loses hit points equal to the number of Momentum dice expended. Each time it takes damage from this effect, the number of dice of damage it takes at the end of its next turn is reduced by 1, and the bleeding stops when the number of dice would be reduced to 0. Applying a new bleed while the target is still bleeding does not stack, but refreshes the number of dice of damage taken from the bleed to the higher of the two values.

Opportunistic Shot

Finisher, reaction

As a reaction to a creature within 20 feet becoming paralyzed, restrained, or stunned, you can expend all of your Momentum dice and make a single weapon attack with a firearm you are holding. On hit, add the expended Momentum dice to the weapon damage roll.

Vicious Finisher

Finisher, bonus action

As a bonus action, you form one hand into a spectral beast claw and make a melee weapon attack with it, and expend all of your Momentum dice. On hit, the target takes slashing damage equal to $1d12 + \text{your Strength modifier} + 2 \text{ Momentum dice for each die expended}$. This attack has a higher critical hit range based on the number of Momentum dice expended, reducing the roll needed by 1 for each die, up to a maximum of scoring a critical hit on a 15-20 with 5 Momentum dice.

If the Finisher is a critical hit, you regain 1 Focus Point.

Volley Finisher

Finisher, bonus action

When you are carrying a firearm, as a bonus action, you

can expend all of your Momentum dice to reload and fire a spray of shots at blinding speed. Each creature in a 30-foot cone must make a Dexterity saving throw against a DC of 8 + your Dexterity modifier + your proficiency bonus. On failure, a creature takes piercing damage equal to the total rolled on the Momentum dice.

Heretic Chapter

The Heretic Chapter's jaegers are despised by both religious organizations and their adherents. In a world where acts of faith are required to harness divine powers, these jaegers instead rip these powers from the very gods, tearing away their divine fabric. Through blasphemous rituals, strange ingestions, and direct grafting of powers onto their souls, heretics bind the powers of greater beings to their will. This is a path that calls for a certain madness that is only found in the most ardent of hunters, those who feel the burning need to reach the pinnacle of power and will do anything to achieve it. Some seek such power for its own sake, but most want it to put an end to the nightmare.

Heretic Magic

At 3rd level, you bend the dark powers of those you hunt to your service through blasphemous occult rituals, making them your own. You gain the ability to cast spells.

Cantrips.

You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots

The Heretic Spellcasting table shows how many spell slots you have, as well as the level of those spell slots. All of your slots are of the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher

At 3rd level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Heretic Spellcasting table shows when you learn a new spell of your choice from the warlock spell list. A spell you choose must be of a level you can cast.

Spellcasting Ability

Intelligence is your spellcasting ability for your warlock spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Heretic

Level

Cantrips

Known

Spells

Known

Spell

Slots

Slot

Level

3rd 2 2 1 1st

4th 2 2 1 1st

5th 2 2 2 1st

6th 2 3 2 1st

7th 2 3 2 2nd

8th 2 3 2 2nd

9th 2 4 2 2nd

10th 3 4 2 2nd

11th 3 4 2 2nd

12th 3 5 2 2nd

13th 3 5 2 3rd

14th 3 5 2 3rd

15th 3 6 2 3rd

16th 3 6 2 3rd

17th 3 6 2 3rd

18th 3 7 2 3rd

19th 3 7 2 4th

20th 3 7 2 4th

Arcane Arts

At 3rd level, you learn the Spell Flurry Focus Art. This does not count against your Focus Arts known.

Spell Flurry

Focus Art, Bonus Action

When you cast a spell, you can expend 1 Focus Point to make a single weapon attack as a bonus action.

Shrouded Steps

At 7th level, when you use Dodge Step, Hunter's Rush, or other jaeger abilities that allow you to move without expending your movement (such as Chasing Finisher), you can teleport the distance moved instead. When doing so you always succeed on the saving throw for Dodge Step.

Mystical Momentum

Beginning at 14th level, when you expend a spell slot, you gain a number of Momentum dice equal to the level of the spell slot spent.

Darkness Within

Starting at 17th level, you can unleash the twisted powers you've bound to your soul, taking on a terrifying

aspect as a bonus action. For 1 minute, you sprout wings of shadow and become wreathed in darkness.

You gain the following effects:

- The area within 10 feet around you dims. Bright light becomes dim light, and dim light becomes darkness.
- You are heavily obscured by swirling shadows.
- You gain a flying speed of 30 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

These effects end early if you become incapacitated, or end this feature early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

Jaeger class features

Flexible Combatant

Beginning at 1st level, you can draw or stow two onehanded weapons when you would normally be able to draw or stow only one, and you can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if you are carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other, you do not have disadvantage from being within 5 feet of a hostile creature on attacks made with that ranged weapon.

Focus

Starting at 1st level, your concentration during battle is razor sharp, letting you keenly focus during critical moments. You have 1 Focus Point. You gain additional Focus Points at 2nd, 5th, 9th, 13th, and 17th level, as shown on the Jaeger table. You can expend Focus Points to use Focus Arts. You learn two such Focus Arts: Weapon Parry and Dodge Step. You learn one additional Focus Art of your choice at 2nd, 7th, 13th, and 17th level. Your Focus Art options are detailed at the end of the class description.

When you roll a 20 on a saving throw or attack roll against a hostile creature, you regain 1 expended Focus Point. You regain all expended Focus Points when you finish a short or long rest. When you roll initiative and have no Focus Points remaining, you regain 1 Focus Point.

Weapon Parry

Focus Art, Reaction

As a reaction to being hit by a creature you can see within range of a weapon you are holding, you can expend 1 Focus Point to make a special weapon attack against that creature. This attack does no damage, but instead blocks an amount of damage from the incoming attack equal to the weapon's damage roll (include ability modifier), unless your attack roll is a 1. On a 20, any weapon damage dice are doubled (like a critical hit would be) and if this total fully blocks the incoming attack, the target is stunned until the start of its next turn.

Dodge Step

Focus Art, Reaction

As a reaction to being attacked by a creature you can see, if your speed is not 0, you can expend 1 Focus Point to move 5 feet without provoking opportunity attacks and make a Dexterity saving throw with a DC equal to the attacker's attack roll (including modifiers). On a success, you evade completely and take no damage. On a failure, you halve the attack's damage against you.

Eldritch Hunter

Also at 1st level, when you make an ability check to track or identify an Aberration, Celestial, Fiend, Monstrosity, or Undead, you can add your proficiency bonus to the ability check. If you are already proficient in the ability check, you can double your proficiency bonus.

Momentum

Starting at 2nd level, any time you expend a Focus Point you gain one Momentum die, which is a d6. This die changes as you gain Jaeger levels, as shown in the Jaeger table. You can have a maximum number of Momentum dice equal to your proficiency bonus + your Strength or

Dexterity modifier (whichever is higher). Whenever you gain a Momentum die, or if you attack or end your turn within 5 feet of a hostile creature, all of your Momentum dice last until the end of your next turn. While you have one or more Momentum dice, you can expend all of your Momentum dice to execute a Finisher. You know Brutal Finisher. You learn one additional Finisher (listed at the end of the class description) of your choice at 4th, 6th, 8th, and 12th level, and may gain others through Jaeger Chapter features.

Brutal Finisher

Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice and add them to the damage roll. If you reduce the target to 0 hit points with this Finisher, you regain 1 expended Focus Point.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Flexible Fighting

You can engage in two-weapon fighting with any weapons you can wield in one hand, including onehanded

ranged weapons and weapons without the light property. When you do so, you gain a +1 bonus to the damage rolls of both weapons.

Focused Fighting

You learn an additional Focus Art, and you gain 1 additional Focus Point.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Jaeger Chapter

When you reach 3rd level, you choose a Jaeger Chapter that suits the means by which you intend to further your powers. Select one of the following: Absolute Chapter, Heretic Chapter, Marauder Chapter, Salvation Chapter, or Sanguine Chapter.

Piercing Gaze

Also at 3rd level, you gain the ability to activate a magical sight at will (no action required), allowing you to effortlessly pierce the gloom and see what lurks within. For 1 hour, you gain darkvision with a range of 60 feet. If you already have darkvision, its range increases to 120 feet. This vision lets you see normally in dim light and darkness, both magical and nonmagical. When you reach 7th level, you also gain the effect of see invisibility for the duration, and when you reach 13th level, you additionally gain the effect of true seeing for the duration.

Once you use this feature, you can't use it again until you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability

scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Seasoned Survivor

At 4th level, you gain advantage on Intelligence (Investigation) ability checks to find secret passages, interpret markings or messages left by other creatures on walls or surfaces, or determine the fate of creatures from blood stains and remains.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Hunter's Pursuit

Starting at 6th level, at the start of your turn, you can expend 1 Focus Point to immediately move up to half your speed without using any of your movement for the turn and without provoking opportunity attacks.

Evasion

Beginning at 9th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Lethal Tempo

Starting at 11th level, the first time you hit a creature on your turn, you gain 1 Momentum die. You gain 1 additional Momentum die any time you reduce a creature to 0 hit points.

Relentless Pursuit

Starting at 13th level, when you use your Hunter's Pursuit, if you end your movement next to a hostile creature, you regain the expended Focus Point.

Inured to Madness

At 15th level, you gain advantage on saving throws against being charmed or frightened, or against effects that cause madness. If you fail a saving throw against madness, you can expend 1 Focus Point to reroll the die. You must use the new roll.

Eternal Watch

Starting at 18th level, you are always under the effect of Piercing Gaze.

Always Ready

Starting at 20th level, once per round (starting at the start of your turn), you gain one additional reaction, which you can only use on a Hunter Art that uses a reaction (such as Weapon Parry or Dodge Step). When you expend a Focus Point on this special reaction, you immediately regain the expended Focus Point.

Jaeger feats

During the hunt you are capable of bursts of focus when you need them most. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain 1 Focus Point (adding to your existing Focus Points if you already have Focus Points), and learn one new Focus Art, choosing from Weapon Parry, Dodge Step, or any of the Jaeger's Additional Focus Arts.

Brutal Attacker

Prerequisite: Strength 18, Jaeger

You master a reckless approach that maximizes your offensive capabilities.

- You can wield a two-handed weapon in one hand, as long as your other hand is empty or wielding a one handed weapon.
- When you reduce a creature to 0 hit points, your next attack roll before the end of your next turn gains advantage.

Jaeger overview

As a jaeger, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Jaeger level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per Jaeger level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons, firearms.

Tools: None

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Medicine, Nature,

Perception, Religion, Sleight of Hand, Stealth, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

Two martial weapons (a) a pistol and pouch of 20 bullets or (b) any two simple weapons

(a) scale mail or (b) leather armor

(a) a dungeoneer's pack or (b) an explorer's pack

Marauder Chapter

A jaeger of this Chapter embodies raw slaughter.

Vengeance, wrath, and death, all rolled into one swing that never ceases, endlessly scything through monsters, leaving a bloody wake of destruction. Each marauder is a symbol of the Chapter's determination and ferocity, striking fear into the hearts of their enemies with every swing of their weapon. They are unstoppable warriors, driven by a thirst for vengeance and the need to protect humanity from the monstrous hordes.

Path of Gore

Starting at 3rd level, you learn the Great Cleave Finisher.

This does not count against your Finishers known.

Great Cleave

Finisher, special

When you hit a creature with an attack using a weapon with the two-handed property, you can expend all of your Momentum dice. When you do so, the attack deals additional damage equal to 1 Momentum die, and cleaves a number of adjacent targets within reach equal to the number of dice expended. Make a melee weapon attack against each creature targeted. You regain 1 Focus Point for each creature this reduces to 0 hit points, up to your maximum number of Focus Points.

Marauder Momentum

Also at 3rd level, while you are wielding a melee weapon with the two-handed property, the size of your Momentum die is increased by one step (from a d6 to a d8, to a d10 at 11th level, and to a d12 at 17th level). Additionally, while you are wearing medium armor, you can add your Constitution modifier in place of your

Dexterity modifier (to a maximum of +2) when calculating your AC.

Leap Attack

At 7th level, once per turn, if you move more than 15 feet toward a creature (or fall 10 feet or more) immediately before making a weapon attack against them, you deal additional damage on a hit equal to your Momentum Dice.

When falling, you can make this attack prior to hitting the ground if there is a target creature in range where you would fall. On a hit, any falling damage you take is reduced by half, and you do not fall prone from the fall.

Fell the Leviathan

Starting at 14th level, whenever you use a Finisher, the target must make a Strength saving throw against $8 +$ your Strength modifier $+$ your proficiency bonus, or be knocked prone. Creatures that are Large or larger have disadvantage on this saving throw.

Titanic Strength

Starting at 17th level, your strength is so great that you can wield a two-handed weapon in one hand, and can use two-weapon fighting even when the weapons you are wielding aren't light (including using twohanded weapons).

If you choose to use two hands to wield a two-handed weapon, when you roll damage with it, you deal bonus damage equal to half your Strength modifier (rounded up).

Additionally, when you use a Finisher, you can use your full titanic power to treat it as if it had twice as many Momentum dice, up to a number equal to your maximum Momentum dice $+$ 1. Once you use this, you can't do so again until you finish a long rest.

Salvation Chapter

A divine force endows jaegers of the Salvation Chapter with the ability to defend the world from the horrors, purging evil with one hand while saving the innocent with the other. Favorites of the Radiant Church, they are the light of hope in the darkness where evil dwells.

Members of the Salvation Chapter know that prevention is always better than cure, and that murder is the most effective method of prevention. In their zealous righteousness, they offer hope of sanity and sanctuary to those that stand with them in their war against the tides of madness.

Art of Salvation

At 3rd level, you learn the Prayer of Salvation Focus Art.

This does not count against your Focus Arts known.

Prayer of Salvation

Divine Art, bonus action

As a bonus action, you expend 1 Focus Point. You and one creature of your choice you can see within 60 feet of you regain 1d4 hit points, and gain an equal number of temporary hit points.

Savior's Focus

Also at 3rd level, you find new strength in the most desperate hours. When an allied creature you can see or hear is reduced to 0 hit points, you regain 1 Focus Point. Once you use this feature, you can't do so again for 1 minute.

Sanctifying Light

Starting at 7th level, when you expend a Focus Point, you can choose to emit a glow of divine light until the end of your next turn, illuminating a 20-foot radius in

bright light and an additional 20 feet in dim light. Any allied creature that starts its turn in the bright light or enters it for the first time on its turn gains 1d4 + your proficiency bonus hit points. This light is extinguished if you become incapacitated.

Purifying Salvation

Starting at 14th level, your Prayer of Salvation Focus Art can target an additional creature, and the amount of hit points it restores and temporary hit points it grants increases to 1d8.

Additionally, if any of the targets are charmed, frightened, poisoned, or suffering from a short-term madness, you can cleanse the condition from them, ending it.

Light of Hope

Starting at 17th level, as a bonus action, you can unleash a blinding light from within for 1 minute, illuminating the darkness. You gain the following benefits for the duration:

- The radius of your Sanctifying Light becomes 30 feet of bright light and an additional 30 feet of dim light, and the light becomes sunlight. You and all creatures of your choice within the bright light are under the effect of bless. Creatures in the bright light have advantage on death saving throws, do not die at three failed saves, and continue to roll until they are stable. A creature that is no longer within the bright light of this effect and is not stable dies if they have failed three death saving throws.
- When you use Prayer of Salvation, you immediately regain the expended Focus Point.

These benefits end early if you become incapacitated, or end this feature early as a bonus action. Once you use this feature, you can't use it again until you finish a

long rest.

Sanguine Chapter

In order to strengthen themselves, jaegers of the Blood Chapter rely on the essential essence that is blood.

They achieve resilient states of unnatural life and feed their powers with the fruits of their violence. Although some may consider them to be monsters in and of themselves, when faced with the horrors that lurk in the dark recesses of the world, their abilities can hold the line and preserve the tenuous flame of life when it should have long since been extinguished, keeping themselves and their allies alive while draining the strength of their adversaries in an endless crimson parade of blood.

Vital Consumption

Starting at 3rd level, you gain the ability to draw power from the flowing blood of your foes, and learn the Blood Drain Finisher, which does not count against your Finishers known. Some of your abilities use a Blood Magic save DC, which is calculated as follows:

Blood Magic DC = 8 + your Intelligence or Constitution modifier (your choice) + your proficiency modifiers.

Blood Drain

Finisher, bonus action

As a bonus action, you can expend all of your Momentum dice to drain a creature within 5 feet of you, magically consuming its vitality as your own.

The target makes a Constitution saving throw against your Blood Magic save DC. On a failed save, it takes necrotic damage equal to the value rolled on all the expended Momentum dice. On successful save, it takes half as much necrotic damage. Success or

failure, you regain hit points equal to half the necrotic damage dealt.

If the target is bloodied (has fewer than half its maximum hit points) after taking the damage from this Finisher or if you use this Finisher against a creature suffering from an effect that makes it bleed (such as Hemorrhaging Wound), you regain 1 Focus Point.

Crimson Rage

Also at 3rd level, the first time you become bloodied (have fewer than half your maximum hit points), you gain 1 Focus Point and 1 Momentum die. You cannot benefit from this feature again for 1 minute.

Blood Hex

Starting at 7th level, when you use your Blood Drain Finisher and the target fails its saving throw, you can invoke a blood hex, selecting one of the following effects:

- Blood Puppet. The target must use its reaction to move up to 5 feet in a direction of your choice (if the target's reaction is unavailable, they cannot move).
- Bound Blood. The target's movement speed is reduced by half until the start of your next turn.
- Burning Blood. The target takes additional fire damage equal to half necrotic damage dealt.

Empowered Blood Hex

Starting at 14th level, you can invoke more powerful blood hexes. You gain the following options, each of which are improved versions of the hexes granted by Blood Hex, but cost 2 Focus Points to invoke.

- Blood Puppet (Empowered). The target must use its reaction to move up to 5 feet and make a single weapon attack against a creature of your choice (if the target's reaction is unavailable, they cannot move).
- Bound Blood (Empowered). The target is

restrained until the start of your next turn.

- Burning Blood (Empowered). The target takes fire damage equal to the necrotic damage dealt at the start of each of its turns. It can repeat the saving throw it made against the Blood Drain Finisher at the end of each of its turns, ending the effect on a success.

Blood Frenzy

Starting at 17th level, while bloodied (have fewer than half your maximum hit points), you gain the following the benefits:

- Your speed is increased by 20 feet.
- When you take the attack action, the number of attacks you make increases to three.
- All hit points you regain from your jaeger abilities are doubled.
- You can use the Blood Craze Focus Art.

Blood Craze

Focus Art, Reaction

As a reaction to being reduced to 0 hit points, you can expend 1 Focus Point to be reduced to 1 hit point instead.

Note: Blood Craze

This is a Focus Art, so it works with Always Ready (which grants an additional reaction), making the Sanguine Chapter fairly difficult to stop at 20th level