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.

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