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.

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