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

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