

# 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  $8 + \text{your Strength modifier} + \text{your proficiency bonus}$ , 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.

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Revision #1

Created 14 October 2024 21:34:17 by Andrej

Updated 14 October 2024 21:35:19 by Andrej