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.

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