

NAME _____ CHAPTER _____

RACE _____

PLAYER NAME _____ ALIGNMENT _____

LVL _____ EXP _____

DEATH SAVES

SUCCESES 

FAILURES 

CURRENT HP _____ TEMP HP _____

MAX HP _____ HIT DIE _____

INSPIRATION

PROFICIENCY

PASSIVE PERCEPTION

SAVING THROWS

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

SKILLS

- ACROBATICS DEX
- ANIMAL HANDLING WIS
- ARCANA INT
- ATHLETICS STR
- DECEPTION CHA
- HISTORY INT
- INSIGHT WIS
- INTIMIDATION CHA
- INVESTIGATION INT
- MEDICINE WIS
- NATURE INT
- PERCEPTION WIS
- PERFORMANCE CHA
- PERSUASION CHA
- RELIGION INT
- SLEIGHT OF HAND DEX
- STEALTH DEX
- SURVIVAL WIS

STR DEX CON INT WIS CHA

AC INIT SPEED

ADDITIONAL COMBAT FEATURES

WEAPONS

NAME	ATK BONUS	DAMAGE/TYPE

FINISHERS

FOCUS POINT MAX

CURRENT FOCUS POINTS

MOMENTUM DICE MAX

CURRENT MOMENTUM DICE

TOOLS & OTHER PROFICIENCIES

LANGUAGES

RACIAL TRAITS

ARMOUR & WEAPONS

 LIGHT ARMOUR	 SIMPLE WEAPONS
 MEDIUM ARMOUR	 MARTIAL WEAPONS
 HEAVY ARMOUR	 SHIELDS

FOCUS ARTS

WEAPON PARRY 1 ST LVL
DODGE STEP 1 ST LVL

2 ND LVL
7 TH LVL
13 TH LVL
17 TH LVL

SCARS

AGE

WEIGHT

HAIR

MARKS

HEIGHT

EYES

PERSONALITY TRAITS BONDS

IDEALS

FLAWS

ADDITIONAL FEATURES & TRAITS

CHARACTER APPEARANCE

BACKPACK / STORAGE

BACKGROUND

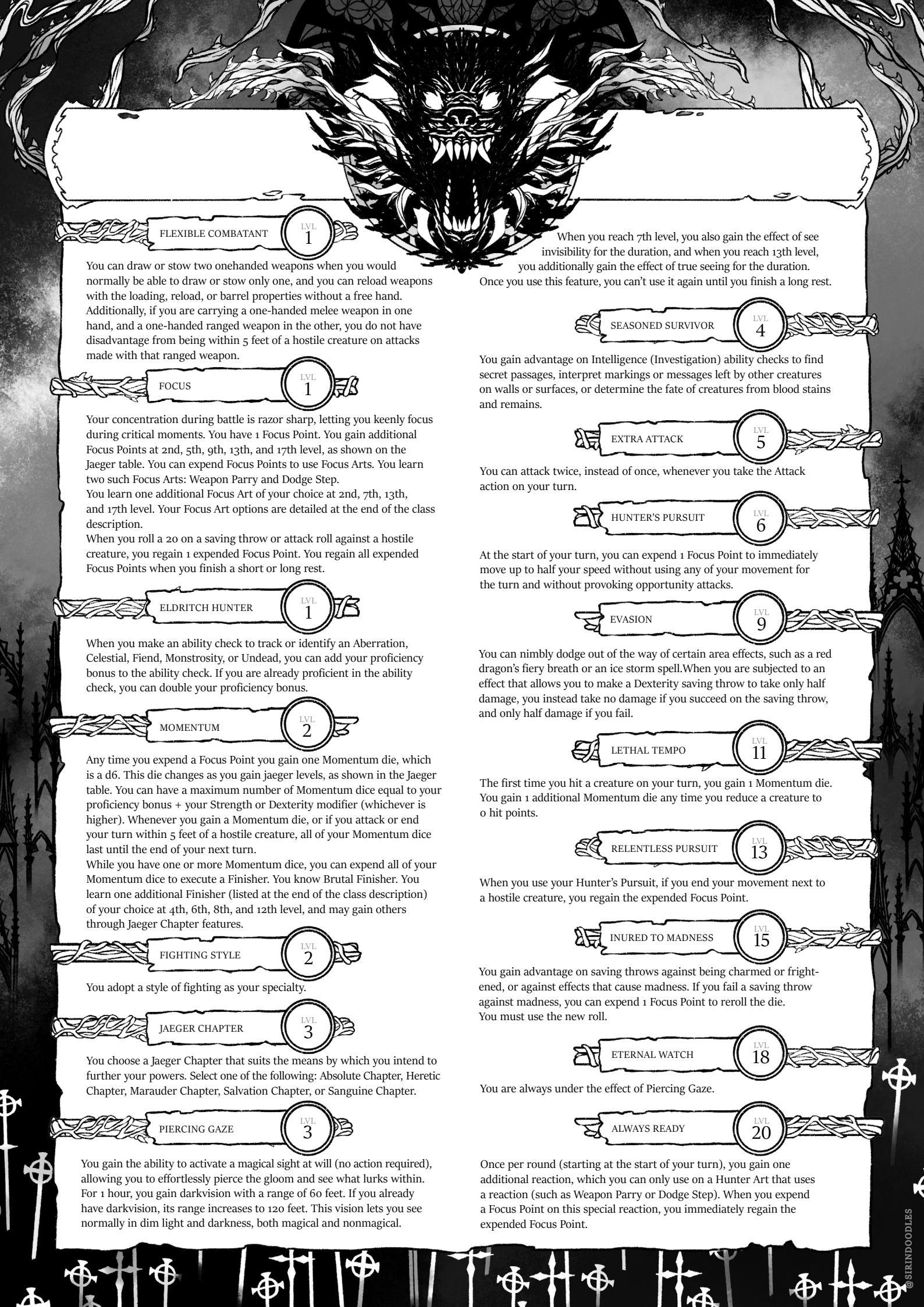
ALLIES

ENEMIES



MAGIC ITEMS

- | | | | |
|------------|-----------------------|------------|-----------------------|
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FLEXIBLE COMBATANT

LVL 1

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

LVL 1

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.

ELDRITCH HUNTER

LVL 1

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

LVL 2

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.

FIGHTING STYLE

LVL 2

You adopt a style of fighting as your specialty.

JAEGER CHAPTER

LVL 3

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

LVL 3

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.

SEASONED SURVIVOR

LVL 4

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

LVL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

HUNTER'S PURSUIT

LVL 6

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

LVL 9

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

LVL 11

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

LVL 13

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

LVL 15

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

LVL 18

You are always under the effect of Piercing Gaze.

ALWAYS READY

LVL 20

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.

SP CASTING CLASS

SP ATK BONUS

0

CANTRIPS

3

6

1

7

4

8

2

9

5

0	SP CASTING CLASS	SP ATK BONUS
1	SP CASTING ABILITY	SP SAVE DC
2		
3		
4		
5		
6		
7		
8		
9		

