



# ANOMALY



DUNGEONS & DRAGONS

A new class that brings the paranormal to life,  
for the world's greatest roleplaying game

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# ANOMALY

The townspeople had once thrown stones at the strange elven woman who lived on the outskirts of town; now they run in terror as those same stones hurl themselves through the air, striking each of her would-be assailants while she watches impassively.

An orc wreathed in fire strikes blow after blow against his foes. At a critical moment in the fight, as his flames surround the nearest dwarf, reality flinches and the air is suddenly full of blinding light, a momentous omen of his victory.

The air of the secret gambling den is hazy from smoke, almost obscuring the grizzled halfling who's set up shop there. He smugly sips his drink as the befuddled guards leave, convinced they weren't actually looking for him, his eyes still glowing from the momentary deception.

Across all races and walks of life, a few people are born who simply... don't fit. They are the anomalies, living errors in the fabric of reality whose very nature attracts the strange and powerful.



## UNCOMFORTABLE REMINDERS

No magical or religious doctrine ever truly accounts for anomalies. They are the remnants of the unknowable, stubbornly refusing to be mastered like magic, too disturbing for worship, unyielding to technology. Where they exist, the accepted rules of the world can seem more like guidelines.

Some are hated and feared. Others rise to power and become eldritch beings of such renown that others seek out their patronage. There are few great ballads about them, as their deeds are often attributed to more relatable heroes, but the stories of their strangeness linger over every campfire.

## HARDY TRAVELERS

An anomaly's greatest strength is their own life force. It's the wellspring from which they fuel all their powers. Noted for their great health and fortitude, anomalies seem to be made tougher, built to resist the hardships they will inevitably face.

Beyond that, they are hard to catalogue, as each displays a variety of supernatural and paranormal powers that seem to defy explanation. Their unpredictability and versatility often keeps foes off balance in combat, while those who master their powers can offer surprising options to their friends.

## CREATING AN ANOMALY

The origins of anomalies are as varied and distinct as they are, but each has a profound effect on the anomaly's life. Some are born with their unusual gifts, marking them as chosen children or cursed mistakes. Others find their powers awaken during puberty, leading many to flee from their homes and forge a rough life on their own. A few encounter something altogether life-changing and later find that the experience has ignited something within them.

However you come to your powers, consider how it has changed your position in the world. Are you hated and feared, revered, or merely regarded as a curiosity? In a world of magic, how can you explain the inexplicable things that continually happen around you? Yours is a power that cannot be gained through study or training; have you stirred envious thoughts in others, or earned their respect? The most distinguishing thing about any anomaly is how their strange existence affects their place in the world.

## QUICK BUILD

You can make an anomaly quickly by following these suggestions. First, put your highest ability score in Constitution, followed by Dexterity. If you plan to be Hypnotic, make Charisma your next-best score. Second, choose the urchin background.

## MULTICLASSING

**Ability Score Minimum:** Constitution 13

**Weapons/Armor/Tools:** none

**Skills:** Choose 2 from Arcana, Athletics, Deception, Insight, Intimidation, Persuasion, Perception, Survival

## THE ANOMALY

Level	Proficiency Bonus	AC Bonus	Bonus Features	Quirks	Pulses
1st	+2	12	Paranormal Gift, Pulse, Unarmored Defense	-	1
2nd	+2	12	Precognition, Quirks	1	1
3rd	+2	12	Overtax, Fortean Aura	1	1
4th	+2	12	Ability Score Improvement	1	1
5th	+3	13	Paranormal Gift feature	2	2
6th	+3	13	Conduit (1/rest)	2	2
7th	+3	13	Trance	2	2
8th	+3	13	Ability Score Improvement	2	2
9th	+4	13	Conduit (2/rest)	3	2
10th	+4	13	Strange Relic	3	2
11th	+4	14	Improved Overtax, Disruption	3	3
12th	+4	14	Ability Score Improvement	3	3
13th	+5	14	Conduit (3/rest)	4	3
14th	+5	14	Paranormal Gift feature	4	3
15th	+5	14	Improved Precognition	4	3
16th	+5	14	Ability Score Improvement	4	3
17th	+6	15	Paranormal Gift feature	5	4
18th	+6	15	Conduit (4/rest)	5	4
19th	+6	15	Ability Score Improvement	5	4
20th	+6	15	Reality Warp	5	4

## CLASS FEATURES

As an anomaly, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per anomaly level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per anomaly level after 1st

### PROFICIENCIES

**Armor:** light armor

**Weapons:** simple weapons

**Tools:** none

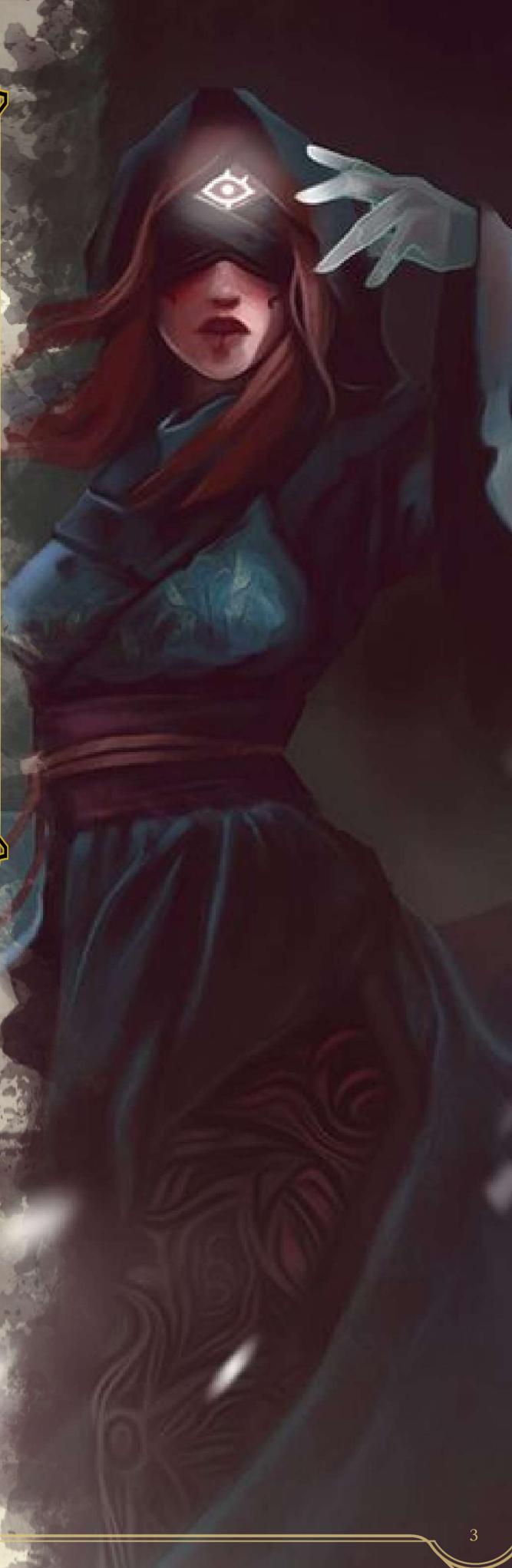
**Saving Throws:** Constitution, Charisma

**Skills:** Choose 3 from Arcana, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Survival

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) explorer's pack or (b) dungeoneer's pack
- a quarterstaff and a dagger
- a sling and 20 sling bullets



## PARANORMAL GIFT

### 1st-level anomaly feature

You have been endowed with a special and powerful gift, whether by birth, by accident, or by design. Choose a gift from the list of available options. Your choice grants you unique abilities at 1st level, and again at 5th, 14th, and 17th level.

Some of your class features grant spells or require spell attacks or saving throws. Constitution is your spellcasting ability, as your powers draw on your life force. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for an anomaly spell you cast and when making a spell attack roll.

**Spell save DC** = 8 + your proficiency bonus +  
your Constitution modifier

**Spell attack modifier** = your proficiency bonus +  
your Constitution modifier

### UNNATURAL PRESENCE

In addition to the powers your gift grants you, it also marks you in subtler ways. Choose one effect from the Unnatural Effects table or roll randomly.

### UNNATURAL EFFECTS

#### d10 Effect

- 1 Beasts are disturbed by your presence and treat you with suspicion.
- 2 When you touch another creature for the first time, they have a brief vision of a deceased love one.
- 3 Your reflection occasionally moves independently.
- 4 Colors, flavors, and smells within a 10-foot radius of you are randomly subdued or enhanced.
- 5 Flames always seem to bend or flicker either toward or away from you (your choice).
- 6 Mechanical devices have a moderate chance to malfunction if you are within 10 feet of them.
- 7 You can make your eyes glow.
- 8 Tiny, unattended objects frequently go missing in your presence.
- 9 People in your presence often hear strange whispers or faint laughter, which is typically unsettling.
- 10 Your shadow occasionally wanders off on its own.

### PULSE

### 1st-level anomaly feature

You have little need for weapons. As an action you can make a melee spell attack against a creature within 5 feet to unleash a pulse of energy. On a hit, the attack deals damage equal to 1d10 + your Constitution modifier. The damage type is determined by your Paranormal Gift.

You can create multiple pulses at a time when you reach higher levels, as shown in the Pulses column of the Anomaly table. You can direct the pulses at the same target or at different ones. Make a separate attack roll for each pulse. You can use this feature when making an Opportunity Attack.

You can augment your pulse attacks with the properties of magic weapons. To do so, you must be wielding a magical melee weapon and be proficient with it; if the weapon requires attunement, you must be attuned to it. When you make a pulse attack, the magic item's properties apply as if you had made an attack with the weapon itself (such as a +1 shortsword granting +1 to the attack and damage of your pulse). You can augment a pulse with only one magic weapon at a time.

## UNARMORED DEFENSE

### 1st-level anomaly feature

Weapons turn away from you for no apparent reason when you are vulnerable. While you are wearing no armor and not wielding a shield, your Armor Class equals 12 + your Dexterity modifier. Your Armor Class bonus increases when you reach higher levels, as shown in the AC Bonus column of the Anomaly table.

## QUIRKS

### 2nd-level anomaly feature

As you grow in power, your effect on the world around you becomes more noticeable. You have developed special abilities that further set you apart from ordinary people. Be warned though - power rarely comes without a price.

At 2nd level, you gain one quirk of your choice. Your quirk options are detailed at the end of the class description. When you gain certain anomaly levels, you gain additional quirks of your choice, as shown in the Quirks column of the Anomaly table.

Additionally, when you gain a level in this class, you can choose one of the quirks you know and replace it with another quirk that you could learn at that level.

Each quirk comes with a drawback, a minor negative effect that symbolizes a price paid for your power. At the DM's discretion, you may be able to overcome a drawback, though this should be done as part of a significant character development, such as by completing a special quest.



## FORTEAN EVENT

### d20 Effect

- 01 Butterflies and flower petals flutter in the air within your aura for the next minute.
- 02 A strange, gelatinous substance coats the ground within your aura for 1 minute, as from the *grease* spell.
- 03 An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.
- 04 The *fog cloud* spell fills your aura for the next minute. The fog is unusually cold and moves with you. You can see through it.
- 05 A jaguar, panther, or other large cat appears at a random location within your aura, as if you had cast *summon beast* as a 4th-level spell.
- 06 Faint, eerie music fills your aura for the next minute.
- 07 Your hair falls out but grows back within 24 hours.
- 08 You are affected by the *levitate* spell as if you had cast it.
- 09 Creatures within your aura can't speak for the next minute. Whenever they try, pink bubbles float out of their mouths.
- 10 A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to magic missile.
- 11 Fish and frogs fall from the sky within your aura for the next minute.
- 12 For the next minute, creatures within your aura must shout when they speak.
- 13 A ball of lightning strikes up to 3 creatures of your choice within your aura, each taking 4d10 lightning damage.
- 14 Every creature within your aura becomes invisible for the next minute. The invisibility ends early for a creature if it attacks or casts a spell.
- 15 For the next minute, you can teleport to any unoccupied space within your aura as a bonus action on each of your turns.
- 16 A 3rd-level *fireball* spell fills your aura.
- 17 You gain resistance to all damage for the next minute.
- 18 Every creature within your aura immediately vomits strange metal objects and has disadvantage on the first d20 roll it makes during its next turn.
- 19 You glow with bright light that fills your aura for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
- 20 Roll on the Unnatural Effects table (from your 1st-level anomaly feature); every creature within your aura gains this effect for 1d100 days. A *remove curse* spell can end this effect early for a creature.

## PRECOGNITION

### 2nd-level anomaly feature

You can sense danger just before it happens. You cannot be surprised.

When you are attacked, you can use a reaction to cause that attack to be rolled with disadvantage. You can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

At 15th level, your ability to anticipate danger increases. You gain proficiency in Dexterity saving throws.

## OVERTAX

### 3rd-level anomaly feature

You have the ability to tax your existence beyond its normal limits. When you make an attack roll or ability check, you can choose to expend one of the hit dice granted by this class. You take damage equal to the result of the roll; add half that amount to the attack roll or ability check (minimum 1). You can wait until after you roll the d20 before deciding to use this feature, but must decide before the DM says whether the roll succeeds or fails.

At 11th level, you can use this feature when you roll damage for an attack. Treat the hit die as extra damage for the attack and add the full amount of the roll.

## FORTEAN AURA

### 3rd-level anomaly feature

The wizard Fortea spent a lifetime documenting the strange phenomena that seemed to follow powerful anomalies wherever they went. Your power grows to the point where it can trigger these unpredictable events within a 30-foot radius around you (your aura). Whenever you make an attack roll, saving throw, or ability check and the d20 result is a 13, roll another d20 to see if you trigger a Fortean Event. If the result is a 1, roll on the Fortean Event table for a random effect. A Fortean Event can happen once per turn.

If you don't trigger a Fortean Event, the next roll will trigger on a 1 or a 2; if there is still no Fortean Event, the next roll triggers on a 1-3, and so on. Once a Fortean Event occurs, the trigger resets to 1.

If a Fortean Event requires a saving throw, the DC is 15. Fortean Event effects don't require concentration; if they create a spell effect, it lasts for the full duration.

You can use your reaction to make a DC 20 Constitution saving throw to resist triggering the event. If you succeed, the Fortean Event is not triggered and the counter does not reset.



## **ABILITY SCORE INCREASE**

*4th-level anomaly feature*

When you reach 4th level, and again at 8th, 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. If your DM allows the use of feats, you may instead take a feat at any of these levels.

## **CONDUIT**

*6th-level anomaly feature*

You are a conduit for energies that can't fully be contained by this world and over time you have learned to focus those energies on command. When you activate your Conduit, you choose which effect to create. You must then finish a short or long rest to use your Conduit again.

Beginning at 9th level, you can use this feature twice; at 13th level, you can use it three times; and beginning at 18th level, you can use it four times. You regain all expended uses when you finish a short or long rest.

## **OTHERWORLDLY KNOWLEDGE**

As an action, you can gain proficiency in one skill or tool of your choice for 10 minutes.

## **INTERFERENCE**

When you are forced to make a saving throw against an effect you are aware of (such as a trap or a spell from an enemy you can see casting), you can use your reaction to gain advantage on the roll.

## **BUFFER**

As a bonus action, you can gain temporary hit points equal to your anomaly level for up to 1 hour.

## **TRANCE**

*7th-level anomaly feature*

You can choose to put yourself into a deep meditative trance, during which your consciousness can leave your body as an astral construct. Your body is considered incapacitated and restrained, but you can feel anything that touches it.

Your consciousness appears as a faintly glowing blue, green, or orange orb about the size of your heart. You cast dim light in a 5-foot radius, but your glow can be seen from up to 60 feet away if you're in a dark area. You can see and hear normally (including using special senses, if you have any).

The orb has a movement speed of 60 feet and can move in any direction, including vertically. You can move through a space as narrow as 1 inch wide without squeezing, but not through any magical effect that blocks divination magic. You have no true form as an astral construct and so cannot be targeted by attacks or spells (except spells that deal psychic damage or read thoughts).

You can remain in this trance for up to 1 hour. For each additional hour you wish to remain, you can expend 1 hit die (you do not regain hit points). You can return your consciousness to your body instantly at any time.

Once you use this ability, you must finish a long rest before you can do so again.

## **STRANGE RELIC**

*10th-level anomaly feature*

Your presence attracts strange objects from other places, which you can use as keys to another dimension. When you finish a long rest, you have in your possession a Strange Object that doesn't belong in your surroundings, such as finding a doorknob in a desert, or a piece of volcanic pumice in the middle of a prairie. If the object ever leaves your possession, it returns to you after 10 minutes. You cannot have more than one object from this feature at a time.

You can perform a 1-minute ritual while holding the Strange Object, during which you can designate up to 7 other willing creatures you can see. You and the creatures are magically transported to a pocket dimension for 1 hour, during which you can take a short rest. The dimension is an infinite void filled with all kinds of objects, some of which seem to come from other worlds and other times. It is brightly lit and comfortable.

After 1 hour, you and your companions return to your previous location. You cannot take with you any of the objects you found in the pocket dimension, including the one you used to travel there. Despite spending 1 hour in the pocket dimension, 2 hours will have passed for the rest of the world.

Once you use this ability, you will not find a new Strange Object until you finish a long rest.





## DISRUPTION

11th-level anomaly feature

Your presence is disruptive to this reality; exploit that to switch to a different one. As an action, you and up to 7 willing creatures of your choice that you can see within 100 feet shift into a slightly different version of reality. Choose one effect below; the creatures who shift experience this effect for up to one minute, or until you lose concentration (as if concentrating on a spell).

**Aggressive.** You have advantage on the first attack roll you make each turn.

**Defensive.** The first attack roll against you each turn has disadvantage.

**Balanced.** None of your attack rolls and no attack rolls against you can have advantage or disadvantage.

**Swift.** Your movement speed increases by 10 feet.

**Hardy.** Any critical hit against you becomes a normal hit.

Once you use this ability, you must finish a long rest before you can do so again.

## REALITY WARP

20th-level anomaly feature

You have reached your full disruptive potential, able to mold reality more consciously than ever. When you use your Disruption feature you can select from these additional options when making your choice.

**Unyielding.** You have immunity to piercing, bludgeoning and slashing damage from nonmagical attacks.

**Impervious.** You have resistance to acid, cold, fire, lightning, thunder, and poison damage.

**Resolute.** You have advantage on saving throws against spells and other magical effects.

**Immortal.** You regain 10 hit points at the start of your turn if you have at least 1 hit point.

Once per day when you finish a short rest, you can expend 10 hit dice. Instead of regaining those hit points, you can instead regain a use of your Disruption feature.

# PARANORMAL GIFTS

All anomalies represent a unique blend of strange abilities, but most are endowed with a powerful gift. Some gifts are more common than others, while some are notable for their rarity and potential to affect the world. The paranormal powers that anomalies wield take their energy directly from the body, not the mind—an exertion of life force as much as one of willpower.

## TELEKINETIC

The laws of physics have little control over you. Your body acts as a conduit for powerful energy which you can manifest as a tangible force in the world, allowing you to move objects without ever having to touch them. A telekinetic's strength comes from their creativity as much from their body, as their ability to surpass physical limits opens up a world of possibilities. Many hauntings have been in fact the result of Telekinetic anomalies and their strange powers.

### BATTERING PULSE

1st-level Telekinetic feature

Your Pulse feature deals magical bludgeoning damage. You have resistance to non-magical bludgeoning damage.

Additionally, your Pulse feature's melee spell attack has a 10-foot reach.

### PSYCHOKINESIS

1st-level Telekinetic feature

You can move objects and creatures without ever touching them. As an action, you can exert your will on one object that you can see within 60 feet, causing the effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by this ability.

Once you reach 9th level in this class, you can affect creatures as well.

**Object.** You can try to move an object that weighs up to 100 pounds per anomaly level. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not more than 60 feet from you.

If the object is worn or carried by a creature, you must make a Constitution check contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this ability.

You can exert fine control on objects with your psychokinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

**Creature.** You can try to move a Huge or smaller creature. Make a Constitution check contested by the creature's Strength check. If you lose, you take 1d8 damage from the strain. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not more than 60 feet from you. Until the end of your next turn, the creature is restrained in your psychokinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your psychokinetic grip on the creature by repeating the contest.



When using this ability, you must maintain concentration (as if concentrating on a spell). You can use this ability for a number of minutes equal to your proficiency bonus, either continuously or in 1-minute increments. The duration fully refreshes when you finish a short or long rest.

### LAUNCH

5th-level Telekinetic feature

The reach of your Pulse feature increases to 15 feet.

Additionally, when you use your Psychokinesis feature to lift an object weighing up to 10 pounds, you can make a ranged spell attack to launch it at a target within 90 feet of the object. If the attack hits, the object and your target each take 2d10 bludgeoning damage. This damage increases to 3d10 at 11th level, and 4d10 at 17th level.

### FLIGHT

14th-level Telekinetic feature

You have gained enough mastery over your telekinetic powers to propel yourself through the sky with ease. You gain a flying speed equal to your movement speed.

### POLTERGEIST

17th-level Telekinetic feature

The full force of your telekinetic power is unleashed. You can cast *animate objects* as a 5th-level spell, without expending a spell slot. The maximum duration is increased to 1 hour.

When you cast the spell, you can choose to expend up to 3 hit dice. Instead of gaining hit points, you increase the level of the spell by 1 for each hit die.

Once you use this ability, you must finish a short or long rest before you can do so again.

## PYROKINETIC

Part of your very essence is fire, an elemental power pulsing deep within you. Some anomalies report feelings of intense hunger as the fire within them yearns to consume everything in sight. They are among the most tragic anomalies, who so often lose control of their own fires and suffer the consequences. But for the one who can master their flame and direct it where they wish, none will shine brighter.

### BURNING PULSE

1st-level Pyrokinetic feature

Your Pulse feature deals fire damage. You have resistance to fire damage.

Additionally, you can make a ranged spell attack with your Pulse feature, targeting any creature you can see within 60 feet, though this ranged attack only deals damage equal to  $1d8 + \text{your Constitution modifier}$ .

### SPELLCASTING

1st-level Pyrokinetic feature

Your control of fire is truly magical. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this supplement for the anomaly spell list.

**Cantrips.** You learn two cantrips of your choice from the anomaly spell list. You learn an additional anomaly cantrip of your choice at 3rd level and again at 10th level.

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this feature with another cantrip from the anomaly spell list.

**Spell Slots.** The Pyrokinetic Spellcasting table shows how many spell slots you have to cast your anomaly spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *hellish rebuke* and have a 1st-level and a 2nd-level spell slot available, you can cast *hellish rebuke* using either slot.

**Spells Known of 1st-Level and Higher.** You know two 1st-level anomaly spells of your choice.

The Spells Known column of the Pyrokinetic Spellcasting table shows when you learn more anomaly spells of 1st level or higher. Each of these must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the anomaly spells you know with another spell of your choice from the anomaly spell list.

### ERUPT

5th-level Pyrokinetic feature

Whenever you hit a creature with your Pulse feature, you can choose to make the pulse erupt, dealing half its damage to every creature within 5 feet of your target. Creatures can make a Dexterity saving throw against your spell save DC to negate this damage.

## PYROKINETIC SPELLCASTING

Anomaly Cantrips Spells —Spell Slots per Spell Level—

Level	Known	Known	1st	2nd	3rd	4th	5th
1st	2	2	2	—	—	—	—
2nd	2	2	2	—	—	—	—
3rd	3	3	3	—	—	—	—
4th	3	3	3	—	—	—	—
5th	3	4	4	2	—	—	—
6th	3	4	4	2	—	—	—
7th	3	5	4	3	—	—	—
8th	3	5	4	3	—	—	—
9th	3	6	4	3	2	—	—
10th	4	6	4	3	2	—	—
11th	4	7	4	3	3	—	—
12th	4	7	4	3	3	—	—
13th	4	8	4	3	3	1	—
14th	4	8	4	3	3	1	—
15th	4	9	4	3	3	2	—
16th	4	9	4	3	3	2	—
17th	4	10	4	3	3	3	1
18th	4	10	4	3	3	3	1
19th	4	11	4	3	3	3	2
20th	4	11	4	3	3	3	2

### EVERBURNING FLAMES

14th-level Pyrokinetic feature

Your fire burns eternally—or so it seems. When you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your anomaly level (rounded up).

For example, if you're a 14th-level anomaly, you can recover up to seven levels worth of spell slots.

Once you use this ability, you cannot do so again until you finish a long rest, unless you expend 7 hit dice; instead of regaining hit points, you can choose to regain a use of this feature.

### BLUE FLAME

17th-level Pyrokinetic feature

Your flames burn hotter than ever. When you roll fire damage for an anomaly spell, roll d10s instead of d6s or d8s.





## HYPNOTIC

The mind is a powerful force, yet surprisingly malleable. Your will is a tool, sculpting the minds of others as you see fit. Anomalies like you are often feared more than any others, for the threat you signify is one of the oldest terrors imaginable. What if, when you looked in the mirror, you could never truly be sure who was looking back at you? Despite the fear your powers incite, you also have the potential to bring out the very best among those around you. How you choose to use this gift is what makes all the difference.

### PSYCHIC PULSE

*1st-level Hypnotic feature*

Your Pulse feature deals psychic damage. You have resistance to psychic damage.

Additionally, you can make a ranged spell attack with your Pulse feature, targeting any creature you can see within 60 feet, though this ranged attack only deals damage equal to  $1d8 + \text{your Constitution modifier}$ .

### IMBUE ALLY

*1st-level Hypnotic feature*

Your ability to influence others is so strong you can even convince them to surpass their normal limits. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Charisma modifier to the roll.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest.

### INFLUENCE

*5th-level Hypnotic feature*

Your power over the minds of others has grown dramatically. By focusing your power outward, as an action you can force one creature you can see within 30 feet to make a Wisdom saving throw against your spell save DC. If you have inflicted psychic damage on the target within the last minute, it has disadvantage on this roll.

If you succeed, the target is charmed by you for up to 10 minutes or until you lose your concentration (as if you were concentrating on a spell). While charmed, you can choose to impose one of the following effects on your target:

**Deceive.** You can convince the target that one creature it can see is its mortal enemy. If your target and the chosen creature have a strong, positive bond, your target can immediately make another Wisdom saving throw to break your control. You have advantage on Charisma (Deception) checks made to fool your target while it is charmed.

**Enlist.** You can compel your target to help you complete a task, provided that your request does not cause it to harm any of its allies, to violate a rule it cares deeply about, or to risk obvious harm to itself. You have advantage on Charisma (Persuasion) checks made to influence your target while your control lasts.

**Frighten.** Your target is frightened of you. You have advantage on Charisma (Intimidation) checks against your target while it is charmed.

**Stupefy.** Your target's speed drops to 0, and it is incapacitated and visibly dazed.

Your control is broken if your target is ever more than 300 feet away from you. Additionally, your target may attempt a new Wisdom saving throw to end your influence once on each turn it takes damage (no action required). Any creature that is released from your control is immune to this feature for 24 hours. A creature that makes its initial save doesn't know you tried to influence it, but one that breaks free does.

You can use this ability a number of times equal to your Charisma modifier (minimum once), and you regain all expended uses when you finish a long rest.

### SEIZE CONTROL

*14th-level Hypnotic feature*

You can assert full control over another creature, inhabiting their body as if it were your own, while their consciousness is suppressed. As an action, choose one creature you can see within 100 feet. The creature makes a Charisma saving throw against your spell save DC. If it succeeds, the creature is aware that someone tried to invade its mind. If it fails, you take possession of your target's body and can use any of its abilities, but not its knowledge.

While you possess another body, your own is considered incapacitated and restrained, but you can feel anything that touches it. You can instantly return to your own body at any time (no action required).

Your target's mind, though suppressed, is still present. Anything you do that is drastically opposed to your target's alignment or personal beliefs can trigger a power struggle, prompting a contested Charisma check; you add your proficiency bonus to your roll. For example, an evil warlord's personal guard might struggle to prevent you from killing his master, but probably wouldn't be so horrified at the thought of stealing from him.

You can possess your target for as long as you can maintain concentration, but you gain a level of exhaustion for each hour beyond the first. Damage to either your body or your target's body will prompt a concentration check.

Once you use this ability, you must finish a long rest before you can do so again.

### PUPPETEER

*17th-level Hypnotic feature*

You can affect up to 3 creatures at once with your Influence feature.

## PARASITIC

Faith healers have a long history as controversial figures. While clerics channel the actual power of the gods to heal the sick and wounded, countless others have preyed upon the masses with their claims to offer miraculous recovery. Among these charlattans, however, there are scattered reports of anomalies who can heal with a touch, but in their wake others often seem to fall ill, as if the sickness had been leeched from one and given to another. These figures have great potential to do good, but many still view them with suspicion. Few seem to master the art of balance.

### LEECHING PULSE

1st-level Parasitic feature

Your Pulse feature deals necrotic damage. You have resistance to necrotic damage.

Additionally, any creatures you hit with a pulse during your turn can't make opportunity attacks against you for the rest of your turn.

### RESTORATIVE TOUCH

1st-level Parasitic feature

Your powers can heal as well as harm. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals your anomaly level + half your proficiency bonus (rounded up).

As a bonus action, you can heal a creature you touch, spending dice from the pool. The maximum number of dice you can spend at once equals your Constitution modifier (minimum of one die). Roll the dice you spend, add them together and add your Constitution modifier (minimum 1) once: you restore a number of hit points equal to the total.

Your pool regains all expended dice when you finish a long rest.

### PURGE

5th-level Parasitic feature

You can purge maladies from your targets when you heal them. When you use your Restorative Touch, you can spend an extra die from the pool for one of the effects below; you can spend as many extra dice as you choose, each one targeting a different poison, disease, condition, or curse:

- You can neutralize a poison.
- You can cure a disease.
- You can remove the blinded, deafened, paralyzed, or poisoned condition (as with *lesser restoration*; requires 2 dice per use).
- You can end a curse (as with *remove curse*; requires 3 dice per use).

Until the end of your turn, you can attempt to inflict whatever conditions you cured on another creature. When you hit a creature with your Pulse feature, you can force it to make a Constitution saving throw against your spell save DC. If it fails, it is affected by the poison, disease, condition, or curse that you purged this turn. The duration for each effect is the same as what remained for the target you cured.

Finally, the reach for your Pulse feature becomes 10 feet.



### CONSUME

14th-level Parasitic feature

Your parasitic hunger grows stronger. As a bonus action, you can force a creature you hit with your Pulse feature this turn to make a Constitution saving throw against your spell save DC. If it fails, it takes necrotic damage equal to your anomaly level and you regain your choice of either 3 hit dice or 3 dice for your healing pool. If it succeeds, it takes half damage and you do not regain dice.

You can use this feature twice and regain all expended uses when you finish a long rest.

### SYMBIOSIS

17th-level Parasitic feature

You have mastered the balance between your abilities to heal and harm, allowing you to use them simultaneously. When you use your Pulse feature, in place of one of your pulses you can force a creature within range to make a Constitution saving throw against your spell save DC. If it fails, it takes 10d6 necrotic damage and a creature of your choice you can see within 60 feet regains hit points equal to half the damage dealt.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.



## METAMORPHIC

There isn't an anomaly out there who hasn't been called "monster" or "freak" at some point in their life, but there are some who take the word to a new level. Metamorphic anomalies are those without a truly fixed form. While many go on to master all sorts of transformations, each is marked most clearly by the monstrous form that emerges when they are provoked. Some block out the memory of the experience and struggle to accept that the creature their neighbors describe is really them. Some anomalies never progress beyond this phase, living in denial and rampaging as a mindless creature when they can no longer keep control. Even among those who embrace what they are, it's not uncommon for traces of their monstrous form to slowly eclipse their everyday appearance, forcing them to hide.

### CHIMERIC PULSE

1st-level Metamorphic feature

Your Pulse feature deals your choice of acid, cold, or lightning damage. You can change the damage type once each turn.

Additionally, you can make a ranged spell attack with your Pulse feature, targeting any creature you can see within 60 feet, though this ranged attack only deals damage equal to  $1d8 + \text{your Constitution modifier}$ .

### MUTATE

1st-level Metamorphic feature

In times of great stress, you are overcome by a powerful inner force that transforms your body into something monstrous. On your turn, you can mutate as a bonus action.

Your monstrous form must have the same number of limbs and be the same size category as your normal form, but you are otherwise free to decide its appearance. If your new form would somehow damage your clothing or equipment, you can choose for it to merge with your new form instead.

While mutated, you gain the following benefits if you aren't wearing any armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee spell attack using your Pulse feature, you gain a bonus to the damage roll equal to half your proficiency bonus (rounded up).
- You have resistance to acid, cold, and lightning damage.

If you are able to cast spells, you can't cast them or concentrate on them while mutated.

Your mutation lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your mutation on your turn as a bonus action.

After your mutation ends, you must finish a short or long rest before you can use this feature again.

### WALK AMONG THEM

5th-level Metamorphic feature

Though your transformative powers set you apart from others, they can also provide the perfect disguise for a chance to feel like everyone else. You can cast *alter self* without expending a spell slot and you do not need to maintain concentration. You can end the spell at will (no action required). You can use this ability a number of times per day equal to your proficiency bonus and regain all expended uses when you finish a long rest.

### DEVOLUTION

14th-level Metamorphic feature

The inner force that fuels your mutation has grown stronger right alongside you, allowing a more primal form to emerge. When you use your Mutate feature, you can choose for your monstrous form to take on more primitive and ferocious aspects, like jutting spikes or bony plates. If you do, you gain these additional benefits for the duration of your mutation:

- Your Pulse feature deals an extra  $1d4$  damage per hit.
- You can choose fire, poison, and thunder as additional damage types for your Pulse feature.
- You gain resistance to fire, poison, and thunder damage.

### TRANSFORMATION

17th-level Metamorphic feature

You have achieved mastery over your metamorphic abilities. You can cast *shapechange* without expending a spell slot and you do not require material components. Once you use this ability you must finish a long rest before you can do so again.

## **APOCALYPTIC**

The Oncoming Storm. Destroyer of Worlds. Harbinger of The End. Their existence was foretold long ago as the focal point for coming disaster. It might not literally be the end of the world, but these anomalies never lead peaceful lives. Whether by their own hand, or through events they merely set in motion, they will eventually find themselves on the cusp of great upheaval. Their incredible destructive power is an inherent threat to those around them, but a rare few may find a way to channel that awesome might into good.

### **DESTRUCTIVE PULSE**

*1st-level Apocalyptic feature*

Your Pulse feature deals your choice of force or necrotic damage. You can change the damage type once each turn.

Additionally, your Pulse feature's melee spell attack has a 10-foot reach.

### **BORN OF DARKNESS**

*1st-level Apocalyptic feature*

Darkness flows through you. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

As a bonus action, you can cast *darkness* on yourself without expending a spell slot or material components. Once you use this ability you must finish a short or long rest before you can do so again.

### **CURSEBRINGER**

*5th-level Apocalyptic feature*

Many anomalies feel they've been cursed, but you bring that feeling to others. You can cast *bestow curse* without expending a spell slot. You can do so a number of times equal to your Constitution modifier (minimum once), and you regain all expended uses when you finish a long rest.

Additionally, as an action you can force one creature you can see within 100 feet to make a Wisdom saving throw against your spell save DC. If the target fails, you can apply one of the effects below. Once you successfully use this ability, you cannot do so again until you finish a long rest.

**Brand:** The target is branded by some mark or scar of your choice. This gives the target disadvantage on Charisma (Persuasion) checks.

**Corrupt:** The target is a source of contamination. Food rots more quickly in their presence, water turns foul and congeals, and vermin are attracted to them. Any creature that remains in their presence for more than one hour is poisoned until they spend an hour at least 300 feet away.

**Haunt:** The target is plagued by nightmares. It takes 12 hours to gain the benefits of a long rest and it has disadvantage on concentration checks.

**Wither:** The target gets weaker over time. It gains one level of exhaustion after 7 days, and again every 7 days after that (maximum of 5 levels). A long rest does not remove them.

These effects end after 1 year; if you inflict the same curse on a creature every month for a year, it becomes permanent. You can only maintain one curse per creature. A *remove curse*, *greater restoration*, or *wish* spell can break the curse.

## **CALAMITY**

*14th-level Apocalyptic feature*

You can cast *call lightning* as a 5th-level spell without expending a spell slot. If you cast this outside, conditions instantly become stormy, granting you the appropriate benefit.

When you cast the spell using this ability, you can choose to expend hit dice; instead of regaining hit points, you can change the damage type of the spell, as follows:

Hit Dice	Damage Type
1	Fire
2	Radiant
3	Force

You can use this feature twice and regain all expended uses when you finish a long rest.

### **END OF DAYS**

*17th-level Apocalyptic feature*

Your destiny has come. You can cast *meteor swarm* without expending a spell slot. You must finish a long rest before you can do so again.



## QUIRKS

If a quirk has prerequisites, you must meet them to learn it. You can learn the quirk at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

### APPARITIONS

*Drawback: You have disadvantage on ability checks and saving throws to disbelieve illusions.*

You can cast *silent image* at will, without expending a spell slot or material components.

In addition, once you reach 5th level in this class, you can cast *major image* as a 3rd-level spell without expending a spell slot or material components. You must then finish a short or long rest before you can do so again.

### BILOCATION

*Prerequisite: 11th level*

*Drawback: Your speed is reduced by 5 feet.*

As a bonus action, you can create a perfect copy of yourself at any point within 15 feet. You have complete mental control of the copy and are aware of everything it can perceive; it is, for all intents and purposes, another version of your body sharing one mind. It lasts for up to 1 minute unless you lose concentration (as if concentrating on a spell), it is destroyed, you dismiss it as a bonus action, or you're incapacitated.

You can use any of your anomaly features as if from the copy's position. If you have the ability to make multiple attacks when using your Pulse feature, you can divide these between yourself and the copy in any way you choose.

On your turn, you can mentally command the copy to move up to 30 feet in any direction (no action required). If the copy is ever more than 30 feet from you at the end of your turn, it is destroyed.

The copy uses all of your stats, including your AC, but it only has 1 hit point. It is destroyed if it takes any damage.

### EMPATHY

*Drawback: You have disadvantage on saving throws to resist being frightened (but not to end the frightened condition)*

You can determine the emotional state of others by making a Wisdom (Insight) check against the Charisma score of any living creature you can see. If the creature is attempting to conceal its emotional state, it makes a Charisma (Deception) check to oppose your roll. You have advantage on your roll if you are touching the creature.

Successfully determining a creature's emotional state gives you advantage on all Charisma-based checks to influence that creature until its emotional state changes.

In addition, once you reach 5th level in this class, you can cast *calm emotions* at will, without expending a spell slot.

### LEY LINE EMPOWERMENT

*Prerequisite: 11th level*

*Drawback: You gain 1 level of exhaustion for every week you go without spending at least 8 hours in a natural setting (up to 5 levels of exhaustion). They cannot be removed until you satisfy this need, but doing so removes them all.*

You can cast *circle of power* without expending a spell slot. You must finish a short or long rest before you can do so again.

### LUNAR INFLUENCE

*Drawback: You have disadvantage on saving throws to resist being charmed (but not to end the charmed condition).*

The effect of this quirk changes with the moon's phase, in order. Your DM determines the lunar calendar (for simplicity, each effect should last for one week at a time).

- Full moon: You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet.
- Waning: You have advantage on Dexterity (Stealth) checks.
- New moon: When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.
- Waxing: You have advantage on Wisdom (Perception) checks.



## MEDIUM

Prerequisite: 5th level

Drawback: You have disadvantage on saving throws to resist possession or other mind control effects from undead creatures.

You can cast *speak with dead* without expending a spell slot or material components. The corpse does not need to have a mouth or even a head; your questions are answered in the voice of the dead creature, but coming from your mouth.

Alternatively, you can cast the spell using the creature's grave instead of its corpse as long as it has not been raised as an undead creature.

You must finish a short or long rest before you can use this ability again.

## REMOTE VIEWING

Drawback: You cannot be hidden from divination magic.

You can cast *locate object* at will, without expending a spell slot or material components.

In addition, once you reach 5th level in this class, you can cast *clairvoyance* without expending a spell slot and you do not require material components. You must finish a short or long rest before you can use this ability again.

## SECOND SIGHT

Drawback: You have disadvantage on Wisdom (Perception) checks that rely on sight.

As an action, you can cast both *detect evil and good* and *detect magic* at will, without expending a spell slot. You can maintain concentration on both spells at the same time, but if you lose concentration, you lose it for both spells.

In addition, once you reach 5th level in this class, you can cast *see invisibility* at will, without expending a spell slot or material components.

## TELEPATHY

Drawback: You have disadvantage on saving throws against magic that allows other creatures to read your thoughts or determine whether you are lying.

You can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. If you maintain concentration (as if concentrating on a spell), the creature can respond to you telepathically.

In addition, once you reach 9th level in this class, you can cast *rary's telepathic bond* without expending a spell slot or material components. You must then finish a short or long rest before you can do so again.

## THOUTOGRAPHY

Drawback: You are colorblind.

You can cast *illusory script* at will, without expending a spell slot and the only material component you require is a surface on which to create the message. Instead of writing the message by hand, you can cause it to appear on the surface simply by thinking about it. You can create images as well as words in this way, for both the hidden and illusory messages.

## XENOGLOSSY

Drawback: When in combat and other stressful situations, you cannot choose the language in which you speak.

You are constantly under the effects of the *comprehend languages* spell.

In addition, once you reach 5th level in this class, you can cast *tongues* at will, without expending a spell slot or material components, targeting only yourself.

## ANOMALY SPELLS

### CANTRIPS (0 LEVEL)

- Control Flames
- Create Bonfire
- Fire Bolt
- Green-Flame Blade
- Produce Flame

### 3RD LEVEL

- Elemental Weapon (*fire only*)
- Fireball
- Flame Arrows
- Glyph of Warding (*exploding/fire only*)
- Melf's Minute Meteors
- Protection from Energy (*fire only*)

### 1ST LEVEL

- Absorb Elements (*fire only*)
- Burning Hands
- Chromatic Orb (*fire only*)
- Hellish Rebuke
- Searing Smite

### 4TH LEVEL

- Conjure Minor Elementals (*fire only*)
- Elemental Bane (*fire only*)
- Fire Shield
- Summon Elemental (*fire only*)
- Wall of Fire

### 2ND LEVEL

- Aganazzar's Scorch
- Continual Flame
- Dragon's Breath (*fire only*)
- Flame Blade
- Flaming Sphere
- Heat Metal
- Pyrotechnics
- Scorching Ray

### 5TH LEVEL

- Conjure Elemental (*fire only*)
- Flame Strike
- Immolation

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