

Core Anathema Traits

Primary Ability	Constitution
Hit Point Die	D8 per Anathema level
Saving Throws Proficiencies	Constitution, Strength
Skill Proficiencies	Choose 2: Arcana, Athletics, Acrobatics, Deception, Medicine, Intimidation, Perception, Stealth, Survival
Hit Points at 1st level	9 + your constitution modifier
Hit Points at higher levels	1d8 (or 5) + 1 + your constitution modifier per Anathema level after 1st
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light armor, Medium Armor, Shields
Starting Equipment	• (a) Two martial weapons or (b) a martial weapon and a shield • (a) Leather armor or (b) Scale mail • Potion of healing • Any equipment pack of your choice

Anathema are accursed warriors afflicted with some sort of unknown curse or disease that cannot be cured, having undergone a process that has infected them with something ancient and vile. This affliction changes them in unique ways however, allowing them to manipulate the flow of blood, vital energies of the soul and mind maddening curses. Anathema are branded as cursed but have learned to adapt and use the curse to suit their needs.

Becoming An Anathema ...

As a level 1 Character

- Gain all the traits in the Core Anathema Traits table.
- Gain the Anathema's level 1 features, which are listed in the Anathema Features table.

As a Multiclass Character

- Gain the following traits from the Core Anathema Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Anathema's level 1 features, which are listed in the Anathema Features table.

New Condition

Bleeding Wounds

A Bleeding creature takes 1d6 bleed damage at the end of their turn for every bleeding wound they may have. A creature may use their action to staunch the flow of a target within 5ft. Removing one bleeding wound. Any healing a bleeding creature receives will remove all bleeding wounds.

New Damage Type

Bleed Damage

Damage dealt through laceration or foul blood manipulation.

Undead or constructs are automatically immune to bleed damage, as are any creatures lacking flowing blood.

NOTE: I've included hit points at first level and hit points at higher level sections in the core traits table because Anathema gets 1 extra hp on level up, i may just make this into a level 1 class feature to keep things fitting with the PHB, but for now it all works the same anyway. My reasoning for giving Anathema this in the first place is I wanted to find a balance for a class that uses its hit points and hit point dice as a resource. I felt the a D10 hit point die may be a bit much, but a D8 may be too little so I decided to add +1 hp on level because a D9 doesn't exist.

P.S I can proudly say all of this work was done by a human (and that human is me!)

Anathema Features

Level	Proficiency Bonus	Features	Enervation Die	Vile Incantations
1	+2	Vile Enervation, Siphon Life, Weapon Mastery	1d4	---
2	+2	Cursed Technique, Transfusion,	1d4	---
3	+2	Anathema Subclass	1d4	---
4	+2	Ability Score Improvement, Damnable Intuition	1d4	---
5	+3	Extra Attack, Vile Incantations	1d4	1
6	+3	Cursed Accuracy, Subclass Feature	1d4	1
7	+3	---	1d4	2
8	+3	Ability Score Improvement	1d4	2
9	+4	---	1d6	3
10	+4	Subclass Feature	1d6	3
11	+4	Invigorate	1d6	3
12	+4	Ability Score Improvement	1d6	3
13	+5	Wild Strikes	1d6	3
14	+5	Subclass Feature	1d6	3
15	+5	---	1d8	4
16	+5	Ability Score Improvement	1d8	4
17	+6	Incantation Master	1d8	4
18	+6	Siphon Life Upgrade	1d8	4
19	+6	Epic Boon	1d8	4
20	+6	Thicker Than Water	1d8	4

Anathema Class Features

As an Anathema you gain the following class features when you reach the specified Anathema levels. These features are listed in the Anathema features table.

Level 1: Vile Enervation

You have learned to sap the life essence from your foes, draining them of body, mind or soul.

As a bonus action you take damage equal to one roll of the die in the enervation die table, in return when you next take the attack action, your attacks deal additional bleed, necrotic, psychic or fire damage equal to one roll of the enervation die.

Level 1: Siphon Life

Whenever you deal damage with your Anathema features you heal for half the damage dealt.

At 18th level you instead heal for the full damage dealt

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as mauls and glaives

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you

could switch to using the mastery properties of whips and crossbows

Level 2: Transfusion

You have a pool of d4s you can use to heal yourself. The number of dice in the pool is equal to your Anathema level. These d4s turn into d6s at 9th level, and d8s at 15th level

As a bonus action you can heal yourself, spending a die from the pool. You heal for the amount rolled on the die plus your constitution modifier.

Your pool regains one expended die at the end of a short rest, and all dice at the end of a long rest. Additionally whenever you activate this feature you can instead choose to spend and roll a hit die in place of a die from the pool.

Level 2: Cursed Technique

Life has never fought fair to you so why should you fight fair back. Choose one of the following Anathema techniques.

Leeching. Once per turn when you hit with an attack roll you can apply a bleeding wound to the target.

Feral. Once per turn when you hit with a melee weapon that you are wielding with two hands you can add both your Strength and Dexterity modifiers to your damage roll with that weapon.

Reticent. While you have a weapon in one hand and a shield in the other you gain +1 to damage rolls with that weapon and your armor class is increased by 1.

Uncanny. Whenever you roll max damage on weapon damage rolls you roll one additional die.

Neuropathic. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Unstable. Once per turn, when you hit with a ranged attack roll you can move up to 10ft without provoking opportunity attacks.

In addition, making a ranged attack while within 5 feet of a hostile creature does not impose disadvantage on the attack roll

Level 3: Damnable Intuition

When you make an ability check you can use your reaction to roll an enervation die, taking damage equal to the amount on the die, you gain a bonus to the ability check equal to the number rolled.

Level 3: Anathema Subclass

You gain an Anathema subclass of your choice. The Executioner, Monarch Guard, Plague Knight, Sawbones, and Vile Lord subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Anathema levels. For the rest of your career, you gain each of your subclass's features that are of your Anathema level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Anathema levels 8, 12, and 16

Level 5: Extra Attack

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

Level 5: Vile Incantations

Your attempts to study and learn more about your affliction haven't been fruitful but you have learned new ways to fight. You learn one vile incantation from the list of vile incantations found later in this class, you gain additional vile incantations as you gain Anathema levels, as shown in the vile incantations table. You gain an additional vile incantation use at 7th, 9th and 15th level.

If a vile incantation requires a target to make a saving throw, the DC equals 8 + your constitution modifier + your proficiency bonus.

Level 6: Cursed Accuracy

When you activate vile enervation you may choose to add the bonus to your attack rolls during your next attack action, instead of your damage rolls.

Level 11: Invigorate

Whenever you heal from your siphon life or transfusion features you also gain temporary hit points equal to your current number of hit dice.

Level 13: Wild Strikes

When you take the attack action and hit with both of your attacks you can then make a third attack as a part of the same action.

Level 17: Incantation Master

When you take the attack action you can replace one of your attacks with a vile incantation

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Fortitude is recommended.

Level 20: Thicker Than Water

Your constitution score increases by 4 to a max of 24

Vile Incantations

Vile Incantation options appear in alphabetical order.

Blood bolts

As an action 3 targets you can see within 120ft take bleed damage equal to one roll of your enervation die plus your constitution modifier. You can use this incantation twice and you regain all spent uses after a short rest.

Bursting Blood

As an action you create a violent eruption of blood in a 20ft radius sphere centered at a point you can see. Creatures inside the sphere must make a constitution saving throw or take thunder damage equal to 2 rolls of your enervation die and bleed damage equal to 3 rolls of your enervation die. Half damage on a success. You can use this incantation once per long rest.

Bloodsplosion

As a reaction when a hostile creature you can see is reduced to 0 hit points you can erupt the corpse into an explosion of blood and viscera. Any creatures within 5ft take bleed damage equal to 3 rolls of your enervation die. You can use this incantation a number of times equal to your constitution modifier and regain all spent uses after a long rest.

Boiling blood

As an action you choose a creature you can see. The creature must make a constitution saving throw if the target fails for the next minute at the start of their turns they take fire damage equal to 2 rolls of your enervation die. The creature can make a

constitution saving throw at the end of their turn to attempt to remove the effect. You can use this incantation once per long rest.

Coagulate

As a reaction to taking damage you resist all damage until the start of your next turn. You can use this incantation twice and you regain all spent uses after a short rest.

Open Wounds

As an action you target every hostile creature you can see within 60ft of you that is missing hit points, each creature must make a Constitution Saving Throw or receive a bleeding wound. You can use this incantation twice and you regain all spent uses after a short rest.

Overexertion (Passive)

Choose two ability scores, you have advantage on all d20 tests for one of the chosen scores, and disadvantage on all d20 tests for the other chosen score.

Vile Grasp

When you take the attack action you summon a spectral hand out of your currently equipped weapon and make an attack roll, this attack can be made from a range of 30ft. If the attack hits the target is restrained for 1 minute. While the target is restrained at the start of each of its turns it gains a bleeding wound. You can use this incantation a number of times equal to your constitution modifier and regain all spent uses after a long rest.

Vile Lance

When you take the attack action you summon a soul lance out of your currently equipped weapon replacing one of your attacks, the target of the attack and every creature behind them in a 30ft line must make a dexterity saving throw or take bleed damage equal to 2 rolls of your enervation die. You can use this incantation a number of times equal to your constitution modifier and regain all spent uses after a long rest.

Vile Shield (Passive)

You gain resistance to two of the following damage types, Bludgeoning, Piercing, Slashing, Force, Necrotic. However you must choose a third damage type, you gain vulnerability to the chosen damage type.

Vile Shot

When you take the attack action you summon a soul arrow out of your currently equipped weapon replacing one of your attacks, the attack's range is extended by 30ft. If the attack hits it deals regular damage and the target as well as any creature within 5ft of them must make a dexterity saving throw or take bleed damage equal to 3 rolls of your enervation die. You can use this incantation a number of times equal to your constitution modifier and regain all spent uses after a long rest.

Vile Sweep

When you take the attack action you slash with soul energy out of your currently equipped weapon replacing one of your attacks, your range for the attack is extended by 5ft and the attack is made against every hostile creature within your melee range. You can use this incantation a number of times equal to your constitution modifier and regain all spent uses after a long rest.

Move uncanny into a vile incantation? Have leeching tied to a saving throw. If removing feral should i add a new feature for it?

Anathema Subclasses

An Anathema subclass is a specialization that grants you features at certain levels, as specified in the subclass. This selection presents the Executioner, Monarch Guard, Plague Knight, Sawbones, and Vile Lord subclasses.

Sawbones

"We are born of the blood, made men by the blood, undone by the blood."

Sawbones utilize their cursed powers to aid others. They have enhanced manipulation of blood and vital energy that they can use to heal their allies and those in need. The sawbones act as anonymous traveling healers that try to draw as little attention as possible as they wander the land aiding others.

Level 3: Sawbones' Erudition

You gain the following benefits:

- Proficiency in the Medicine skill
- When using a Healer's Kit, you can take the Utilize action as a bonus action.

Level 3: Shared Transfusion

When you activate your transfusion feature, you can choose to instead target a creature within 30ft of you, the chosen creature regains hit points equal to your roll.

Level 6: Mass Transfusion

You learn the following vile incantation, it doesn't count toward your total incantations.

As an action you heal up to 5 allies within 30ft for an amount of hit points equal to 2 rolls of your enervation die plus your constitution modifier. You can use this incantation once per long rest.

Level 10: Split Transfusion

Shared transfusions range is increased to 60ft and when you heal a creature with this feature you also regain hit points equal to the amount healed.

Level 14: Near Death Experience

At 14th level, when reduced to 0 hit points you can spend and roll a hit die, if you do you instead are

reduced to a number of hit points equal to the number rolled plus your constitution modifier. You can use this feature once and must take a short rest before you can do so again.



Plague Knight

Plague knights bring the corruption of their affliction onto themselves, emboldening themselves with the strength to overcome great hardship despite the harsh physical toll inflicted upon their body.

Level 3: Plague's Erudition

You gain the following benefits:

- Your move speed is increased by 10ft
- You can take the Dash action as a bonus action.

Level 3: Diseased Defender

Additionally at 3rd level, you can take an action to overload the plague in your blood to embolden your defenses. The first time you take damage on a turn you resist the damage taken. But at the end of each turn you take poison damage equal to 2 rolls of your bloodletting die (this damage cannot be reduced in any way.) Unless you choose to end this feature at the start of your turn (no action required).

Level 6: Acute Toxicity

You learn the following vile incantation, it doesn't count toward your total incantations.

As an action Can attempt to poison a target, the target must make a Constitution saving throw or become poisoned for 1 minute, while the target is poisoned they take necrotic damage at the start of their turn equal to 2 rolls of your enervation die. The creature can make a constitution saving throw at the end of their turn to attempt to remove the effect. You can use this incantation twice and you regain all spent uses after a short rest.

Level 10: Detoxify

When you start your turn bloodied and are not unconscious you regain hit points equal to one roll of your enervation die

Level 14: Corrupt Vitals

When you hit a creature with an attack roll the target takes normal damage but they are vulnerable to the next source of damage they take. You can use this feature once and must take a short rest before you can do so again.

Vile Lord

The old vile lords were beings that wished to attain great power and respect, using their powers of soul manipulation to take what they believed to be rightfully theirs. The vile lords believe in using their accursed powers solely for their benefit and often dream of conquering and ruling with an iron fist. They treat those in their company with respect and dignity and those beneath them with fear and subjugation.

Sometimes, unknowing anathema that stray too far into the vile path can be consumed by old blood and spirits, causing them to slowly morph into a vile lord. An anathema that has gone down the path of the vile lord will become more aggressive and vengeful, as the vile lords of old slowly influence their mind and alter their personality causing them to take actions that may not truly be theirs.

Level 3: Vile Erudition

You gain the following benefits:

- You gain proficiency with heavy armor.
- You can take the influence action as a bonus action

Level 3: Dreadful Presence

You gain proficiency in the Intimidation skill if you don't already have it. When you make a Charisma (Intimidation) check, you can treat a d20 roll of 5 or lower as a 6.

Additionally, When you take the influence action and successfully intimidate a creature, that creature is frightened of you until the end of their next turn.

Level 6: Punish the Disobedient

You learn the following vile incantation, it doesn't count toward your total incantations.

As an action you can attempt to bring dissenters to kneel, roll 7 enervation dice, the total is how many hit points of creatures this incantation can affect. Creatures within 30ft. Of a point you choose within 90ft., are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature with the lowest current hit points, each creature affected by the incantation is incapacitated for 1 minute, The creature can make a wisdom saving throw at the end of their

turn to attempt to remove the effect. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. You can use this incantation a number of times equal to your constitution modifier and regain all spent uses after a long rest.

Level 10: Command Authority

You have advantage on all d20 tests against frightened creatures.

Level 14: Vile Debilitation

When you damage a creature with an attack roll or vile incantation you can attempt to paralyze the target, the creature must make a Wisdom Saving throw versus your incantation DC. If the creature fails they are paralyzed. You can use this feature once and must take a short rest before you can do so again.

Executioner

"This too is hunters' work, but bears no honor. A burden you may choose to carry."

Executioners are anathema who harness their vile powers to put down fellow afflicted that have lost themselves to madness and disease. They are hunters of the sick and damned who have lost themselves, reduced to sad hollow shells. The executioners train in swift strikes and agile parries to safe guard against the deadly flurries of the insane.

Level 3: Executioners Erudition

You gain the following benefits:

- You add your Constitution modifier to initiative rolls.
- You can take the Disengage action as a bonus action

Level 3: Executioner's Parry

If another creature hits you with an attack you can take a Reaction to roll a enervation die and add the result to your Armor Class, potentially causing the attack to miss you. If this makes the attack miss you can make a melee attack against the creature. (no action required)

Level 6: Death Penalty

You learn the following vile incantation, it doesn't count toward your total incantations.

You disappear in a cloud of bloody mist and reappear within 5ft of a target you can see up to 30ft. When you reappear you immediately take your attack action. You can use this incantation a number of times equal to your constitution modifier and regain all spent uses after a long rest.

Level 10: Vitalizing Parry

Immediately after using your executioner's parry you gain temporary hit points equal to the number rolled on the enervation die

Level 14: Executioner's Flurry

When you reduce a creature to 0 hit points you can immediately make an attack against another creature within range (no action required) the attack deals additional damage equal to 2 rolls of your enervation

die. You can use this feature once and must take a short rest before you can do so again

Monarch Guard

"Making peace with adversity is the very essence of existence."

The Monarch Guard are anathema who utilize their powers to be a leader and defender on the battlefield, drawing attention to themselves and shrugging off attacks through sheer fortitude. They excel at protecting their allies from harm by directing attention to themselves. Monarch Guardians are not always royalty but still hold themselves to the standards of noble warriors.

Level 3: Monarch Erudition

You gain the following benefits:

- Proficiency in heavy armor
- You can take the Help action as a bonus action

Level 3: Regal Resolve

As a bonus action you can spend and roll one of your transfusion dice, your armor class is increased by an amount equal to half the number rolled (rounded up). This bonus lasts until the end of your next turn, while your armor class is increased in this way all enemies within 30ft that can see or hear you have disadvantage on attack rolls against creatures other than you.

Level 6: Hold the Line

You learn the following vile incantation, it doesn't count toward your total incantations.

For the next minute hostile creatures have disadvantage on attack rolls against you, if they miss an attack roll against you they are incapacitated until the end of their next turn.

You can use this incantation once per long rest.

Level 10: Solemnity

Regal Resolve now lasts for 1 minute. Additionally you can take an action to expend one of your transfusion dice and end one of the following effects on yourself; Blinded, Deafened, Grappled, Incapacitated, Restrained, Stunned

Level 14: Monarch Enfeeblement

When you hit a target with an attack roll or when a creature fails a saving throw against one of your Incantations you can afflict them with Malady for 1

minute, while afflicted with Malady any damage or healing done by the creature is automatically the lowest possible result. You can use this feature once and must take a short rest before you can do so again.

NOTE: As you can see the Altered Beast is more or less just a concept for now, I'll get around to it someday. If you've read this far, thank you!

Altered Beast

"For all its revulsion, and warp, and taboo, A part of you wants to be altered too"

You're ruthless, and savage, and sadistic, and vindictive and you find human flesh is incredibly addictive but the longer you live, and the longer you kill there's a void that gets harder, and harder to fill

???

3rd level, choose one of the following options, each option has a small debuff?

- Damage/attack boost
- Movement/positioning boost
- HP/Armor boost

???

At 6th level you learn the following vile incantation, it doesn't count toward your total incantations.

As an action you let the bestial urge overtake you, for 1 minute you have advantage on perception checks and all attack rolls, and the first attack you hit deals and additional 1d12 damage. When you start your turn under the effects of this vile incantation you must make a wisdom saving throw against your own DC, if you fail for the remaining duration of the incantation you are also frenzied. You can use this incantation twice and you regain all spent uses after a short rest.

???

10th level, choose one of the following options, you can pick more than one by incurring frenzy

- Extra BA attack of some sort?
- ???
- ???

Embrace The Beast

14th level, turn into a pig ganon type monster, gain access to all 3rd and 10th level options once per day.