

SORCEROUS ORIGIN: ANOMALOUS SOUL

Through some timestream meddling that was hopefully not your own fault, you don't exist. Or, rather, you do, but don't tell that to Reality, it gets quite cross when you bring it up.

You do exist somewhere or somewhen, and things are a bit different there or then than here or now. Often, you can coerce the weave around you into joining your version of reality, or whichever one you want to substitute really, we're flying by the seat of our pants at this point. Just pray to whatever gods will have you that you aren't your own grandfather, it's contextually terrible news to deliver.

ANOMALOUS SOUL FEATURES

Sorcerer Level Feature

1	Delusional Magic, Mental Gymnastics
6	Reject Reality
14	Mass Delusion
18	Substitute Reality

DELUSIONAL MAGIC

From 1st level, you have been blinking away other realities from your vision for enough time to develop a knack for telling apart what is real from what is false. You have advantage on checks and saving throws to discern illusions.

When you reach 3rd level in this class, you learn the *mirror image* and *misty step* spells, which don't count against your number of sorcerer spells known. In addition, you can cast either by spending 2 sorcery points or by expending a spell slot. If you cast *mirror image* with sorcery points, you can take any damage as psychic damage while the spell is in effect.

MENTAL GYMNASTICS

From 1st level, the mental toll of asserting your existence has toughened your mind to the point that you are accustomed to the strain that reality forces on you. You have resistance to psychic damage.

REJECT REALITY

At 6th level, you are ready to smear your consciousness across realities at the drop of a hat. You may cast *mirror image* as a reaction at the start of combat using 2 sorcery points as long as you are not surprised.



MASS DELUSION

At 14th level, you can extend your native reality field out beyond yourself. When an ally within 15 feet of you takes damage, you can take it yourself as psychic damage to have your ally take no damage.

In addition, when you take psychic damage, you can cast *misty step* as your reaction by spending 2 sorcery points.

SUBSTITUTE REALITY

At 18th level, you have achieved a level of control over reality that is frightening. When you miss with a spell attack, or an enemy succeeds on a Saving throw against one of your spells, you can force a re-roll and choose either outcome. If you do so, you take psychic damage equal to the spell's level, as reality tries to reassert itself against you.

Subclass by ROONOCERUS. Art from the AD&D Accessory "Chronomancer". I guess Copyright Wizards of the Coast if it ain't TSR. Modron headache, you ask me.