Quantum Touched

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Three New Subclasses Exploring The Power Of Quantum Energies Summoned From The Quantum Realm

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ON THE COVER

Talisia, a Quantum Touched mercenary, bends luck, fate, and the norms of spacetime as she wades across the battlefield unharmed under a hail of terrified hostile fire.

Quantum Touched

An Ettin laughs derisively at the approach of a puny human warrior. "I have been sent to deal with you. Leave now or suffer the consequences." The giant responds with a lazy swing of his club – but to his surprise, the human is no longer there. Suddenly he feels blood coursing down his side, though he doesn't recall the stroke . . .

"Watch this!" said a halfling to her companion with a cheeky grin. Suddenly, her form blurs, and she walk straight down the alley and past the guards without either so much as peep from them.

As an adventuring party huddles under the cover of an ancient ruin, the howls of a nearby gnoll pack freeze the blood in their veins. "Concentrate the attack wherever you see fire" their leader shouts. A wave of energy bursts from her in all directions, coalescing into a raging fireball that engulfs a stalking gnoll fore guard not 30 feet away.

All of these characters are quantum touched – beings who have come into contact with the of the mysterious energies that suffuse the quantum plane, leaving them forever altered. Their exposure to quantum energies grants them anomalous, even paradoxical physical qualities, allow them to manifest quantum phenomenon like uncertainty, entanglement, and wave/particle paradox.

Initial Exposure

The quantum plane is obscure, unpopulated and rarely visited. The dangerously unpredictable, even paradoxical nature of matter in the plane encourages most beings who are aware of it to keep a healthy distance. However, one small group of magic users, the self-styled Eigenmages, occasionally take on the considerable risks of the traveling to or summoning material from the quantum plane in order to harness its powers. In some cases, prolonged exposure to quantum energies infuse a creature with its powers, and it becomes quantum touched.

To add some texture and backstory to your quantum touched character, you may roll or pick from the following table to determine how your character became quantum touched.

D10	QUANTUM EXPOSURE
1	You've carried a good luck charm from your crazy aunt since you've been a child. It always behaved strangely (disappearing and reappearing, being the wrong temperature, etc.) As you grew up, you began to notice that the same things happen to you.
2	A freak planar traveling accident left you stranded in the quantum plane for several days. It was trippy.
3	You stole an extremely valuable cursed object, confident you could remove the curse. This is the curse.
4	You were a hireling for an eigenmage who would send you to harvest material from the quantum plane.
5	A doomsday cult captured you as a sacrifice to summon their demon lord. The rite failed in a massive explosion of summoned energy. You were the sole survivor.
6	An assassin tried to poison you with a quantum infused toxin. You *did* die, but also you *didn't* - just like Schrödinger's cat.
7	You had a parent who was quantum touched.
8	Bad things happen in Philadelphia.
9	You were recruited for an experimental fighting force using unusual methods and training.
10	You fought the weirdest elemental you have ever seen. In the end, you don't even know what happened to it – but now you are like this.

Eigenstate

The key to all quantum touched powers is the eigenstate – a state where they flood themselves and the surrounding area with quantum energies that allow them to create quantum phenomena.

Base eigenstate abilities are the same for all quantum touched subclasses, but each gains

additional abilities specific to their subclass as they advance.

The eigenstate has three basic features you can choose to use while it is active:

- **Superposition –** Actions taken during your eigenstate are both done and not done, not taking effect until the eigenstate collapses, when it suddenly resolves (E.g. a picked lock springs open, attack damage is accrued, etc.). Anyone watching can see the action, otherwise they have no way of knowing it was done until it resolves. You must choose to activate this ability before taking an action.
- **Uncertainty –** when the state collapses, you can use your reaction to occupy a random location within the range of your eigenstate instead of you current location. Any attacks or other actions that would not affect you in the new location automatically fail, but any actions you took during your last turn that could not have been made from the new location also fail.
- **Entanglement –** Choose 2 objects of roughly same size classification within range when you activate the eigenstate. Until the state collapses, anything that happens to one happens to one happens to the other (changes in temperature, breaking, changes in shape, etc.). This ability can't target an object on another creature's person.

Quantum touched can initiate an eigenstate as a bonus action. The duration is concentration or until it is collapsed. An eigenstate collapses when a substantial physical event happens (E.g. they are hit, detained, fall, are shoved, become subject to a condition, magic effect, etc.) or when their concentration ends or is broken.

The eigenstate has a radius of 10 feet to begin, and expands to 15, 25, and 35 feet respectively at the 5th, 11th, and 16th levels

Quantum Knight

Unpredictable and opportunistic, Quantum Knights marshal their quantum powers to get the jump on their foes, seeming to attack from everywhere at once. They are cagey warriors, difficult to pin down and even harder to stop.

Eigenstate

At the third level you learn to activate your eigenstate. You can activate your eigenstate a number of times equal to your Strength modifier per long rest.

Combat Entanglement

At the seventh level, you can choose another creature within your eigenstate radius. Until it collapses, the two of you are entangled. Both can use the basic superposition and uncertainty abilities, communicate telepathically together, exchange physical locations as a bonus action, and use the help action at any distance. Any healing that one receives also applies to the other, and if either sustains damage, they have resistance to the damage, and the other receives half damage.

Contingency

At the tenth level, you prepare an action with a trigger when you activate the eigenstate. While the eigenstate lasts, you may use your reaction to do that action as per the rules for prepared actions.

Combat Superposition

While in your eigenstate you become more difficult to pin down. Starting at level 15, you may take the dodge action as a bonus action, as may any creature you are entangled with.

Quantum Reach

In your eigenstate, you seem to act from everywhere at once. At the eighteenth level, you can target any creature or object within the range of your eigenstate as if it were next to you without moving position (i.e. attack, help, manipulate object). If you have one or more extra attacks, you may use them on any target within the radius of your eigenstate.

Quicksilver Rougue

Notoriously slippery and masters of the second chance, Quicksilver Rogues are highly prized for their ability to disappear and reappear in impossibly secure locations. Even after the worst has already happened, they have a knack for coming out on top and pulling off the job.

Eigenstate

At the third level, you learn to activate your eigenstate. You can activate your eigenstate a number of times equal to your Dexterity modifier per long rest. Additionally you may choose a type of action when you activate your eigenstate. Once per turn, you may give yourself advantage on that action if you are also using superposition.

Quantum Sneak

At the ninth level, once you have used the hide action, you remain hidden as long as there is a location that you could hide somewhere in your eigenstate radius, even if you are moving in the open. You may also attempt to move through an obstacle no more than 3 feet thick using quantum tunneling. Make a DC 15 dexterity check. On a successful roll, you move through the obstacle. On a failed roll, you are knocked prone, take 1d4 bludgeoning damage, make a loud bang, and the eigenstate collapses.

This or That

Beginning at level 13, while the eigenstate is active, you may choose to name a contingent action and trigger once per turn when you make an action. If the trigger occurs, you never made the original action and instead made the contingent one.

Playmaker

Your quantum powers allow you to interrupt the flow of events around you. Starting at level 17, when you activate your eigenstate, you may choose to take your full turn as a special reaction at any time during the round, including during another creature's turn. You may also make a regular reaction.

EIGENMAGE

Eigenmages dedicate themselves to extracting and unraveling the mysteries of quantum energies and using them to augment their spellcasting powers. Their connection with the quantum plane allows them cast spells in unique ways that can flummox even the most confident foe.

Even the existence of Quantum spellcasting is a closely protected secret, only taught through a strictly regulated apprentice process that ensures that their competitive edge never becomes commonly known or understood.

Eigenstate

At the first level, you learn to activate your eigenstate. You can activate your eigenstate a number of times equal to your Charisma modifier per long rest.

Quantum Sorcery

Starting at level 6, you gain a quantum modus that you can use when your eigenstate is activate. You may choose gain another modus at the 14th and 18th level.

QUANTUM MODUS:

Redo: While in your eigenstate, if a spell you cast fails, you never cast it. You retain the spell

slot, and may take another action instead that is not casting a spell.

Wave/Particle Paradox: When you cast a spell while in an eigenstate, you can choose to cast it as a wave/particle. If you do, it moves out from you as a wave of energy in all direction up to its. The spell resolves on and targets the first creature that the wave touches. The wave passes around but not through walls. Resisting spells cast in this way is always a dexterity save against your spellcasting DC. You can exclude any number of creatures from tripping the spell provided you know where they are.

Tunneling: When you activate your eigenstate, you can specify that your spells completely ignore cover, including full cover, solid obstacles, and 3rd level or less magical barriers.

Sorcerous entanglement: When you enter your eigenstate, you can choose two creatures or objects. For the duration, any effect caused by your spellcasting to one also happens to the other. If the creatures are unwilling, they can make a Charisma save against your spell DC, avoiding the effect on a successful save.

Knick of time: While in your eigenstate, you may use your reaction to take a full turn. If you do so, you may not do anything during your next turn except move.

Contingency: When you enter your eigenstate, you can specify a third level or lower spell that you can cast as a reaction if a specific trigger happens while you remain in that state.

Schrödinger's Cat: If a creature is reduced to 0 HP within the radius of your eigenstate, you can choose to put it in a suspended state that is neither dead nor alive as a reaction until the eigenstate collapses. While in this state, they are incapacitated, do not make savings throws, cannot take damage or be effected by spells, but can take healing.

Quantum Teleportation: Whenever you cast spell while in your eigenstate, you can choose to teleport to any unoccupied location within the radius of your eigenstate.

Spooky Action at a Distance: When you enter your eigenstate, you can choose another creature. For the duration, you may use your reaction to take the exact same action that they take at the same time if you are able, and they may do the same. If these actions have the same target, they are made with advantage. Spells with a melee attack can be substituted for melee attacks and spells with ranged attacks can be substituted for ranged attacks, and vice versa, provided the spell is level one or lower.

Reset: As an action while in the eigenstate, you may collapse the eigenstate. When you do this, nothing that has been done by or to any creature within the eigenstate radius while it was active happened. All effects are removed, broken items are mended, spell slots restored, etc. This only applies to actions taken within the radius.