

# Anomaly Roles Guide

## Choosing Your Role with Knowledge and Skill



Roles offer pathways to engage with the game, and play skills in ways that are fun for you. A character can have up to 2 Roles, and how you combine them is what defines your build.

We haven't found a bad combination of Roles yet. Many Roles work together naturally, and many seem like unlikely combos but just have the right mix of Skills to make it work for that player. Planning around which **Role Armor Skill** you'll take can also help.

Builds can be flexible or situational. Flexible characters are suitable for more types of situations. More focused characters will be more effective in the situations they specialize in. It's recommended players consider how their character build fits in with how they as a player want to experience the game. Also, you don't need to take a Role. A character can be very effective with Base Skills, Advanced Weapon Skills, perhaps some Advantages.

The following are general guidelines for each Role, to give an idea of what to expect. Ratings (below) range from 0 to 5, 0 being the lowest. A 0 means that category is not represented in that Role.

**Complexity:** difficulty of play, and of build.

**Attack:** how much damage can the Role deliver, either rapidly or over the course of a longer battle

**Defense:** type and number of defenses

**Status Effects:** debuffs and effects

**Support:** buffs, sealing wounds

**Crafting:** creating or repairing objects of any sort

**Utility:** manipulation of the game environment

**Efficiency:** how expensive is it (bullets are money, chem is expensive) as a Role

## Archer

**Complexity:** 1 **Attack:** 4 **Defense:** 3 **Status Effects:** 2 **Support:** 0 **Crafting:** 0 **Utility:** 1 **Efficiency:** 5

**Summary:** the most efficient ranged class, dealing very high damage at very low cost, with a (relatively) slow fire rate.

A straightforward Role, Archer is made to deal high damage extremely efficiently, using wood projectiles, and either Archer's Stance to double skill efficiency, or Poison in Flight to double Poison efficiency. Average Defense, good ranged sidestep. Skills with status effects like Pin and Flathead Arrow can aid survivability. Trick Shot is the only utility. The Complexity rating of 1 reflects learning the skill mechanics and when to use them, otherwise Archer is as clear as the pointy end of an arrow.

## Brewer

**Complexity:** 1-4 **Attack:** 1-5 **Defense:** 0 **Status Effects:** 2-5 **Support:** 2-5 **Crafting:** 5 **Utility:** 1-5 **Efficiency:** 0-3

**Summary:** a core crafting Role that works with Chem. Critical to Town. It can be built as a role of extremes, or as a straightforward crafter. Poisons and Tonics provide flexibility through a range of effects, and a Brewer can use them to deliver extreme damage with incredible crowd control (poisons), or extreme Support and Utility (Tonics), all at a cost. Or, as a general crafter, a Brewer can provide the entire area with both as the most EV efficient Role in the game.

Gels, Bombs, and Tonic Party are core skills to take (or avoid) that will define your build. Leaning into Poisons raises your Attack, Status Effects and Complexity while lowering your Efficiency. Leaning into Tonics raises your Support, Utility and Efficiency while lowering your Attack. A mix can land anywhere in between. If you know the vibe you are aiming for, build complexity here is low. If you are looking to min-max, build complexity for Brewer can be very high. Brewer is a bubbling cauldron of possibilities.

## Engineer

**Complexity:** 1-4 **Attack:** 0 **Defense:** 2 **Status Effects:** 0 **Support:** 0 **Crafting:** 5 **Utility:** 4-5 **Efficiency:** 3-5

**Summary:** a core crafting Role that works with Wood and Metal, and sometimes Chem, Ancient Tech, and Food. Critical to Town.

One of the build-defining choices you will have is whether or not to take Repair Item at level 3. If you do, you will be doing that a lot, and providing an absolutely critical service to Town. If you don't, some people will look at you funny sometimes, as though not taking it is an affront. It's not, and Scavengers can also take repair. Some Engineers don't want to spend their time doing repairs, but enjoy the crafting aspect. There is no wrong answer. The next one is Create Schematic. Some engineers just want to fix and build things as efficiently as possible, and don't care about inventing. Again, there's no wrong answer. Crafting Experimental Technology (unlocked at level 6) is another choice that can define an Engineer build, raising both Utility and Complexity if chosen.

## Fusilier

**Complexity:** 4-5 **Attack:** 4-5 **Defense:** 3-4 **Status Effects:** 0 **Support:** 0 **Crafting:** 0 **Utility:** 0 **Efficiency:** 0

**Summary:** if you need lots of bullets right now, costs be damned, you want a Fusilier. Literally solves certain problems by throwing money at them. Straight up bad against large and huge targets, but best-in-game for dropping small and mid-sized ones. Fusilier is the most EV efficient combat role to max out its Role Special (no skill goes above tier 3).

Fusiliers are exceptional at mowing down crunchies, and bypassing Armor and tearing through Shields of mid-level targets, at a cost. Normally this can be done far more efficiently with melee, at the cost of blood and pain, but in some situations it is absolutely critical to get something done RIGHT NOW. Large creatures and bosses are inefficient Fusilier targets, as their core defenses don't tear so easily (or at all), and 'wound' calls won't even phase them. The Complexity of Fusilier boils down to ammo management, target selection & understanding target types and their defenses, and a few uncommon game mechanics. It is not possible to fire off all the bullets all the time. A single out of control Fusilier can bleed the entire Town of money if allowed.

## Gunslinger

**Complexity:** 2-3 **Attack:** 4 **Defense:** 2-3 **Status Effects:** 2 **Support:** 0 **Crafting:** 0 **Utility:** 1 **Efficiency:** 2-3

**Summary:** classic archetype. Hits hard, great general-purpose precision pistol fighter.

Solid hard-hitting skills that do high damage against single targets but can be overkill for crunchies. Can be built to be exceptional against Armor or Shield-using targets (Precision Mastery). Defenses are below average, but helpful. A smattering of Status Effects here and there. Utility comes from a self-heal. Second best bullet-efficiency in game, efficient against large and boss targets, but still dependent on bullets, so efficiency is average.

## Hunter

**Complexity:** 3 **Attack:** 3 **Defense:** 2 **Status Effects:** 2-4 **Support:** 0 **Crafting:** 0 **Utility:** 4 **Efficiency:** 2-4

**Summary:** very good at finding and eventually downing targets, though lacking many damage options. Role Special is exceptional at bringing down a target on your terms. Weapon choice determines efficiency.

Not a pure damage Role, but can wear almost any target down by slowing them and firing persistent shots that Wound the Torso. Some Status Effects, as a Hunter gains more Mark uses the Status Effects rating goes up, and multiple effective Utility options. Flush Out grants some Efficiency. Prowl is an exceptional stealth ability that doesn't require you to have the stealth skill. Defenses are below average as the armor is Light and there is no sidestep option. Complexity comes from the variety of game mechanics available.

## Martial Artist

**Complexity:** 4 **Attack:** 2 **Defense:** 4 **Status Effects:** 5 **Support:** 0 **Crafting:** 0 **Utility:** 4 **Efficiency:** 5

**Summary:** weave in and out in fights, and stop targets in their tracks. Claws pair well but aren't necessary for Martial Artist builds.

Short boffers lower the Attack value, and make movement and Defense critical during fights. Martial Artist has skills to assist with both. Status Effects from the Unarmed tree and Utility are where Martial Artist excels. Best Sidestep option in the game, and ability to add some Tough, aiding with Defense, though may never wear more than light armor. An impressive self-heal option at level 5 can get them back in the fight. Exceptional utility options. Complexity comes from the playstyle and variety of game mechanics available.

## Medic

**Complexity:** 2-4 **Attack:** 0 **Defense:** 2-3 **Status Effects:** 0 **Support:** 5 **Crafting:** 0 **Utility:** 3 **Efficiency:** 5

**Summary:** the EMT and ambulance of the Anomaly world.

When someone drops, the Medic is by far the best possible Role to have nearby. A Medic can be a second-line type that darts in for the dropped, perhaps allowing for more back-line support options, or a true front line in stealth working in the middle of it. The Role grants no Attack, and in fact limits weapon choice unless overridden. The Medic excels at sealing wounds or getting people out of bad situations, so is the ultimate Support Role. General Defenses are below average, but the Role Special doubles as a Dodge in a pinch, and then grants even more Dodges if a field hospital is in play, exceptional for raids and boss fights. There are many Utility options, such as Advanced First Aid, Medic's Stealth, Combat Medic, Stasis, and others. Complexity varies based on build, due to the many options and game mechanics, and a variable Role Special.

## Rogue

**Complexity:** 2 **Attack:** 2-3 **Defense:** 2 **Status Effects:** 2 **Support:** 0 **Crafting:** 0 **Utility:** 5 **Efficiency:** 3-5

**Summary:** stealth. Thievery. Murder.

The summary covers it well. The level 3 choice of Avoid Trap, Improved Stealth, or Rogue Melee Expert can really enhance playstyle, and they are all excellent in their own way. Attack is average except for Backstab, excellent as a Twilight option. Subdue lends itself to a more subtle style. Don't sleep on Hamstring, a nearly free 3 calls to chew through shields or slow down enemies, though the other choices are equally solid. Defenses are light, but with the best version of Sidestep. Some great Utility options, including surviving Traps, and Stealth related. Improved Poison makes poison more efficient, but using poison has a cost.

## Scavenger

**Complexity:** 3 **Attack:** 0 **Defense:** 2-3 **Status Effects:** 1 **Support:** 0 **Crafting:** 1 **Utility:** 5 **Efficiency:** 5

**Summary:** get in, get the stuff, and get out alive.

The summary just about covers it. There is no single defining decision point in a Scavenger build, though Jury Rig vs Parts can change your gameplay significantly (repairs with Jury Rig are likely to be common). **Role Armor Skill** is offset (level 3 instead of the usual 2), and Medium, but no sidestep or other option. Limited Status Effects or Support. Shines in Utility, with some Crafting (repair). Diverse mechanics and a unique Role Special keeps Complexity average.

## Scientist

**Complexity:** 2-4 **Attack:** 0-5 **Defense:** 1 **Status Effects:** 1 **Support:** 0-1 **Crafting:** 0-1 **Utility:** 2-5 **Efficiency:** 0-5

**Summary:** conventional science does research. Unconventional science blows things up with Chem based weapons.

Depending on build this Role varies wildly. At level 1 the choice between Let Me Try and Hypothesis can set the tone for your build. Attack reflects this at 0-5. Defense is very limited. Tech Farm adds a smidge of Support. Breakthrough adds a smidge of Crafting. Many skills fall under Utility, but preclude an Attack alternative. Ancient Tech scavenging bonus. Unconventional Science focuses on Chem based weapons, and so is highly inefficient. Build and mechanics alters complexity.

## Sniper

**Complexity:** 3 **Attack:** 5 **Defense:** 2-3 **Status Effects:** 1 **Support:** 0 **Crafting:** 0 **Utility:** 4 **Efficiency:** 2-3

**Summary:** the hardest hitting ranged Role.

Highest single shot damage in the game. Excels against medium, large and huge targets, but those same skills are overkill for crunchies, who can overwhelm them. Build defining choice at 1<sup>st</sup> level is Sniper's Nest, which doubles your calls if you stay in a position, or DMR, which allows use of Slam-Fire or Semi Auto. Has excellent Stealth options upping Utility, and good defense, though it is positional. Bullet based, so efficiency suffers. Lacks Support and Crafting, and limited Status Effect options. Complexity is average.

## Surgeon

**Complexity:** 2-5 **Attack:** 2 **Defense:** 1 **Status Effects:** 0 **Support:** 5 **Crafting:** 0 **Utility:** 0 **Efficiency:** 4-5

**Summary:** an absolutely critical Role within Town, with a wide range of roleplay options.

When bodies are broken, you need a Surgeon. Level 1 has a trio of options: Advanced First Aid helps the Surgeon play a more Medic-like role (without the survivability), Anesthetic provides a more pleasant Surgical experience for patients, and Clear Status lets the Surgeon Support their allies in a more back-line way. Has a few attack options for emergencies, but combat is not their strength. Defense is very limited. No Status Effects, Crafting or Utility. The ultimate Support Role. Field Hospital is a game changer for Raids and Boss fights. Expect to be performing Surgery regularly. Complexity arises from running a Field Hospital (only one surgeon needs to, others can help within one, which is less complex), and learning the various ways Surgery can help Town.

## Warrior

**Complexity:** 2-3 **Attack:** 5 **Defense:** 4 **Status Effects:** 1 **Support:** 0 **Crafting:** 0 **Utility:** 2 **Efficiency:** 5

**Summary:** melee weapons and high armor. Made to slaughter crunchies and mid-sized targets, and deliver high impact damage when possible to larger targets.

Focus is on Attack and Defense. Choice of weapon type will affect your Role Special, so it's worth planning ahead. Very limited Status Effects and Utility, though Taunt can change a fight. Highly efficient. At level 5 there is a build defining choice between Running with Scissors and Taunt, which lead to different ways to contribute at a high level. Complexity depends on build, some skills have moderately complex mechanics, but overall average complexity.