



Cheerful

Despite everything, joy fills your soul and you feel as if nothing can ruin that. There is a positive solution to everything.

- You gain advantage on skill checks you are Proficient with.
- You have Disadvantage on Initiative checks.
- You have Disadvantage on Intelligent Saving Throw.
- You can gain the effect of next Short or Long rest in half the time it requires.



Detached

A deep sense of sadness grips you, pushing your thoughts towards memories and self-reflection

- You have Disadvantage on Survival, Perception, Insight and Investigation checks.
- Each time you make Attack Roll, you get -1d4 to the roll.
- You gain Advantage on Charisma and Wisdom saving throws.



Anxious

Sometimes fear linger underneath the consciousness, constantly giving out the awful sensation that something is terribly wrong.

- You have advantage on Perception checks when looking for a danger.
- When you attempt to cast a spell other than cantrip, you must roll a d20. On a 9 or lower the spell doesn't take effect and the spell slot is wasted.
- When you are a target of Melee attack, you can make a Wisdom (Insight) check against enemy Charisma (Intimidation). If you win, they gain disadvantage on the attack.



Revulted

You mind and your body simply cannot stand this. You find the thing, a creature or a situation simply disgusting and your body is reacting to it.

- You have Disadvantage on Constitution saving throws against Poisons or catching a Disease.
- You gain Disadvantage on all Charisma checks, as well as Medicine and Animal Handling checks.
- You gain advantage on attack rolls against targets farther than 10ft. from you.



Furious

The anger is boiling inside you, fueling the most dark and aggressive acts. It spills out on both your friends and foes equally.

- At the end of your turn, you have to take a reaction to make a melee attack against any target within 5 feet from you. If there are multiple possible targets, roll a dice to see who you attack.
- You cannot use Disengage action.
- You have Disadvantage on Intelligence saving throws.
- You have advantage on Strength and Dexterity saving throws.



Shocked

Somethin so sudden takes place, your body and mind reacts immediately. The fight or flight effects takes place as a reaction to the surprise.

- You have to immediately take a reaction to make a Dash or Attack action. You cannot Dash towards the enemy.
- You have to immediately make a Concentration Check with disadvantage if you're focusing on any spell or similar effect requiring concentration.
- You gain 5 temporary hit point.