

# Embodiment of Disgust

October 1, 2024



Disgust helps the Ardent create boundaries, recognize threats, and avoid harmful or undesirable influences. By embracing this emotion, they develop heightened awareness and protective instincts.

1. **Protective Barrier (2nd Level):** Your disgust manifests as a personal barrier, making you more cautious. You gain a +1 bonus to AC while in your Passion state, as your heightened awareness keeps you alert to dangers.
  2. **Vigilant Insight (6th Level):** Disgust sharpens your perception of threats. You have advantage on Wisdom (Perception) checks while in your Passion state, allowing you to notice hidden dangers or undesirable influences.
  3. **Contempt's Resolve (10th Level):** You feel an inner fortitude when dealing with things you disdain. While in your Passion, you gain advantage on saving throws against being poisoned, diseased, or frightened.
  4. **Purging Auras (14th Level):** You channel disgust to remove harmful effects. As a bonus action, you can end one disease or poisoned condition affecting you once per long rest while your Passion is active.
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# Embodiment of Surprise

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Surprise brings with it curiosity and the excitement of discovery. The Ardent embraces the unexpected, turning moments of shock into opportunity and using curiosity to fuel their drive forward.

1. **Curious Reflex (2nd Level):** When you experience Passion through surprise, your mind sharpens. You can take one additional reaction per round while in your Passion state.
  2. **Wondrous Agility (6th Level):** Your curiosity makes you more agile and adaptive. While in your Passion, you can move an additional 10 feet as part of your movement and have advantage on Acrobatics checks.
  3. **Shockwave Momentum (10th Level):** Your reaction to the unexpected gives you bursts of energy. When you take damage, you can immediately move up to 10 feet without provoking opportunity attacks.
  4. **Serendipity's Favor (14th Level):** Once per long rest while in your Passion, if you fail a saving throw, you can reroll the die and take the new result.
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# Embodiment of Sadness

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Sadness deepens the Ardent's inner strength, allowing them to process pain and turn it into endurance. By embracing sorrow and grief, the Ardent becomes capable of weathering both emotional and physical hardships, drawing resilience from their introspection.

1. **Reflective Sorrow (2nd Level):** As sadness washes over you, it strengthens your ability to endure. While in your Passion state, you can reduce the damage from one attack by 1d6 per long rest, representing how you absorb emotional pain and convert it to resilience.
2. **Enduring Willpower (6th Level):** The weight of sorrow reinforces your resolve. While in your Passion state, whenever you take damage, you can choose to roll a Constitution saving throw (DC = 10 or half the damage taken, whichever is higher). On a success, you gain temporary hit points equal to your Constitution modifier.
3. **Grief's Fortitude (10th Level):** Grief reinforces your physical and emotional resolve. While in your Passion state, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.
4. **Sorrowful Persistence (14th Level):** Embracing your sadness allows you to keep going despite adversity. While in your Passion state, if you drop below half your hit points, you can regain hit points equal to your Constitution modifier.

at the start of your turn, lasting for up to one minute. This feature can be used once per long rest.

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# Embodiment of Happiness

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Happiness empowers the Ardent by bringing a sense of fulfillment and gratitude. By embracing this feeling, the Ardent reinforces their own resilience and spreads an aura of encouragement to those around them.

1. **Joyful Surge (2nd Level):** Happiness fills you with energy. When you enter your Passion state, you immediately regain hit points equal to  $1d6 +$  your proficiency bonus.
2. **Contentment's Peace (6th Level):** Your sense of inner peace gives you resistance to emotional turmoil. While in your Passion, you have advantage on saving throws against being charmed or frightened.
3. **Grateful Momentum (10th Level):** Your connection to happiness makes you more enduring. You can use a bonus action to take the Dash action, and opportunity attacks against you have disadvantage while you are in your Passion state.
4. **Euphoric Resilience (14th Level):** Once per long rest, while in your Passion, if you drop to 0 hit points but are

not killed outright, you can drop to 1 hit point instead. Additionally, you regain hit points equal to your Ardent level.

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# Embodiment of Fear

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Fear sharpens the Ardent's senses and instincts, allowing them to move swiftly and react with precision. By embracing fear rather than fleeing from it, the Ardent channels their heightened alertness into improved defensive and evasive abilities.

- 1. Heightened Reflexes (2nd Level):** Fear enhances your reflexes. While in your Passion state, your movement speed increases by 10 feet, and you have advantage on Dexterity saving throws.
- 2. Anxious Precision (6th Level):** Your fear-driven focus makes every action feel vital. Once per Passion state, you can reroll one attack roll, ability check, or saving throw. You must use the second roll, even if it's lower.
- 3. Evasive Footwork (10th Level):** Fear keeps you on your toes. While in your Passion state, when an attack roll targets you, you can use your reaction to impose disadvantage on the attack once per round.

4. **Survival Instinct (14th Level):** When your fear spikes, you act on pure survival instinct. While in your Passion state, if you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. This feature can be used once per long rest.
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## Embodiment of Anger

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Anger is a driving force that motivates the Ardent to overcome obstacles. It is an emotion that calls for change and action, and when wielded constructively, it becomes a tool of immense strength and resilience.

1. **Burning Determination (2nd Level):** While experiencing Passion through anger, you feel a relentless drive. You gain temporary hit points equal to your level, which last until your Passion ends.
2. **Frustration's Focus (6th Level):** When something prevents you from succeeding (such as missing an attack or failing an ability check), your frustration sharpens your focus. You can reroll one failed attack roll or ability check per round while your Passion is active.
3. **Channel the Heat (10th Level):** You've learned to harness the burning sensation of anger, making you more resistant

to physical harm. You gain resistance to bludgeoning, piercing, and slashing damage while in your Passion state.

4. **Unbreakable Will (14th Level):** As your anger peaks, so does your refusal to back down. When you are reduced to 0 hit points while in your Passion, you can instead drop to 1 hit point. This can be used once per long rest.