DUALINK

Dreamweaver

Apostle of Emotions



Records of Shattered Time

An Apostle of Emotions harnesses unseen power, tapping into the deepest feelings of allies and adversaries alike. These mystics not only perceive the underlying currents of emotion that sway hearts and minds but also manipulate them to alter the course of encounters both on and off the battlefield. Apostle of Emotions walk a delicate line between empathy and manipulation, using their profound understanding of human nature to wield influence with precision.

Emotional Insight

At 2nd level, you gain the acute ability to perceive and understand the emotional states of those around you. As an action, you can focus your senses to detect the dominant emotions of all creatures within 30 feet of you.

This ability reveals the strongest current emotion affecting each creature, such as anger, fear, joy, or sorrow. When you use this feature, you learn the primary emotion influencing each creature in range. This does not tell you the source or reason for the emotion, merely its presence. Knowing a creature's emotional state gives you an advantage on Persuasion, Deception, and Insight checks made to interact with that creature. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Empathic Strike

You learn to weave your awareness of emotions into your combat tactics. At 2nd level, you can exploit the emotional vulnerabilities of your enemies to gain an edge in battle.

When you hit a creature with an attack or a spell, as a bonus action, you can invoke this feature to channel their dominant emotion into the strike, enhancing its effects. If you are unsure of which feeling the target is experiencing, simply roll a d8 to determine the effect.

- ***Anger:*** The creature takes additional psychic damage equal to your Wisdom modifier as you fuel its rage, causing it internal conflict.
- ***Fear:*** The creature must make a Wisdom saving throw against your spell save DC or be frightened of you until the end of your next turn, as you intensify its fears.
- ***Joy:*** The creature becomes momentarily distracted by overwhelming happiness, granting advantage on the next attack roll made against it before the end of your next turn.
- ***Sadness:*** The target becomes demoralized. It has disadvantage on the next ability check it makes before the end of your next turn.**Surprise:** The target is caught off guard. Your allies gain advantage on attack rolls against the target until the end of your next turn.
- ***Disgust:***The creature is repulsed, gaining disadvantage on all attack rolls against you until the end of your next turn.
- ***Contempt:*** The creature's disdain makes it careless. It exposes a weakness, increasing any critical hit range against it by 1 until the end of your next turn.
- ***Trust:*** The creature lowers its guard. You gain a bonus to your AC equal to your Wisdom modifier against attacks from this creature until the end of your next turn.

• ***Anticipation:*** The creature becomes overly eager. It moves directly towards you in its next move, ignoring other threats.

Harbinger of Sin

• ***Lust:*** The creature is distracted by desire. It has disadvantage on Perception and Insight checks, as well as attack rolls against members it considers possible mating partners.

• ***Gluttony:*** The creature is compelled to indulge. It must spend its movement approaching any visible source of food or drink, or it is slowed (half movement speed) if no such source is visible.

• ***Greed:*** The creature becomes fixated on material possessions. It has disadvantage on attacks and ability checks if it's not holding or directly interacting with a valuable item.

• ***Sloth:*** The creature becomes lethargic. Its speed is reduced to 10 feet, and it cannot take reactions.

• ***Wrath:*** The creature becomes recklessly angry. It must use its action to attack the nearest creature (friend or foe) or suffer psychic damage if it does not engage in combat.

• ***Envy:*** The creature becomes envious of others' success. It must make a Wisdom saving throw each time it attempts to attack a target that hasn't attacked it first, or the attack automatically misses.

• ***Pride:*** The creature is overwhelmed by its own self-importance, believing itself invulnerable. It gains vulnerability to one damage type of your choice for the duration.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining all expended uses after you finish a long rest.

At level 10, this feature can be used as a bonus action instead of an action.

Virtuous Empowerment

At 6th level, you gain the ability to amplify the positive virtues within your allies, bolstering their spirits and granting them beneficial effects. As an action, you can inspire an ally within 60 feet that you can see, invoking one of the cardinal virtues to bestow upon them enhancing effects. Choose one willing creature within 60 feet. That creature gains one of the following benefits based on the virtue you invoke. The effect lasts for 1 minute.

- ***Chastity:*** The ally is shielded by their purity, gaining resistance to psychic damage and charm effects.
- ***Temperance:*** The ally gains advantage on saving throws against being poisoned, and resistance to poison damage.
- ***Charity:*** The ally radiates a soothing aura. Allies within 10 feet of them gain temporary hit points equal to your Wisdom modifier at the start of each of the ally's turns.
- ***Diligence:*** The ally's speed increases by 10 feet. Once during this effect, they gain an additional action on their first turn of combat, at their chosing, which can be used only to attack, dash, disengage, or use an object.
- ***Patience:*** The ally gains advantage on Wisdom saving throws and cannot be frightened.

• ***Kindness:*** The ally can, as a bonus action, restore hit points to another creature they can see within 30 feet equal to 1d8 + your Wisdom modifier.

• ***Humility:*** The ally becomes unassuming and difficult to target. Attacks against them have disadvantage, and they gain advantage on Stealth checks.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining all expended uses after you finish a long rest. At level 10, this feature can be used as a bonus action instead of an action.



Heartstring Harp

Emotional Cascade

At 10th level, your mastery over emotions allows you to unleash a wave of emotional energy that cascades over the battlefield, influencing friends and foes alike. Once per long rest, as an action, choose an emotion from the list of virtues or sins you have mastered and release a wave of this emotional energy to affect all creatures of your choice within a 30-foot radius centered on a point you can see within 60 feet. Any targeted creature must succeed on a Wisdom saving throw against your Spell Save DC or be afflicted by the chosen effect. Creatures may choose to repeat their saving throw at the beginning of their turn, This effect lasts for 1 minute.

Virtues:

- ***Courage*** (derived from Chastity): Allies gain immunity to fear and an inspiration die (d6) they can use on attack rolls, saving throws, or ability checks.

- ***Wisdom*** (derived from Temperance): Allies gain advantage on Intelligence, Wisdom, and Charisma saving throws for 1 minute.

- ***Unity*** (derived from Charity): Allies gain a bonus to AC and saving throws equal to the number of allies within 10 feet, up to a maximum of +3.

- ***Vigor*** (derived from Diligence): Allies' movement speeds are doubled, and they gain a bonus action each turn that can be used to attack or dash.

- ***Endurance*** (derived from Patience): Allies gain resistance to all damage as they stoically endure the battle, and they automatically succeed on the first saving throw they make against effects that would break their concentration.

- ***Altruism*** (derived from Kindness): Allies can immediately use their reaction to grant another ally within 30 feet a reroll on any missed attack roll, failed saving throw, or skill check, using the higher result.

- ***Modesty*** (derived from Humility): Allies become less noticeable to enemies. Enemies take a -2 penalty to any attack rolls against them, and allies gain advantage on Dexterity (Stealth) checks.

Sins:

- ***Confusion*** (derived from Lust): Enemies become charmed and must spend their turns moving towards you without taking attacks or casting spells.
- ***Lethargy*** (derived from Sloth): Enemies' speed is halved, and they lose any reaction abilities.
- ***Despair*** (derived from Envy): Enemies must make a Wisdom saving throw at the start of each of their turns; on a failed save, they do nothing that turn.
- ***Avarice*** (derived from Greed): Enemies fixate on the most valuable item they can see. They must use their movement to approach and attempt to claim or protect the item, ignoring combat unless attacked.
- ***Rage*** (derived from Wrath): Enemies attack the nearest creature blindly, friend or foe.
- ***Arrogance*** (derived from Pride): Enemies overestimate their capabilities, attempting the most damaging attack available to them, but with disadvantage on all attack rolls as they recklessly expose themselves.
- ***Wastefulness*** (derived from Gluttony): Enemies waste their resources, using the highest-level spell slot or most potent ability available on random targets, or over-consuming resources if possible.



Echoing Chime

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Inception

At 14th level, you master the ultimate emotional manipulation technique—Inception. You gain the ability to plant the seed of an emotion in the mind of a target, which can grow and profoundly influence their thoughts and actions. This feature allows you to create an emotional state where none previously existed, shaping behavior and decision-making from the ground up. As an action, choose a target within 60 feet that you can see. You implant a nascent emotion into their mind, choosing from any of the emotions tied to the virtues or sins you can manipulate. The target makes a Wisdom saving throw against your Spell Save DC. On a failed save, the seed of the chosen emotion takes root. Over the course of the next hour, the emotion gradually intensifies.

The implanted emotion persists for 24 hours, after which it begins to fade unless circumstances naturally reinforce it. After the initial 24 hours, the emotion diminishes gradually over the next few days, but the residual effects may last longer, influenced by the target's experiences and environment. You can use this feature once per long rest. This power cannot be used on the same target more than once per month.

Long-Term Effects:

- ***Positive Emotions (Virtues)***: The target may gain new insight or motivation, improving their disposition and relationships.
- ***Negative Emotions (Sins)***: The target may begin exhibiting behaviors driven by that emotion, leading to destructive actions or decisions that align with the sin.