

Emotion Enchantments

Emotion	Classification	Description	Combat Mechanics	Social Mechanics
Anger	Negative & Forceful	Anger is an emotional response related to one's psychological interpretation of having been threatened. Often it indicates when one's basic boundaries are violated. Some have a learned tendency to react to anger through retaliation. COGNITIVE SYMPTOMS: Memory problems; Inability to concentrate; Poor judgment; Pessimistic approach or thoughts; Anxious or racing thoughts; Constant worrying; EMOTIONAL SYMPTOMS: Moodiness; Irritability or short temper, Agitation; inability to relax; Feeling overwhelmed; Sense of loneliness and isolation; Depression or general unhappiness; PHYSICAL SYMPTOMS: Aches and pains; Diarrhea or constipation; Increased frequency of urination; Indigestion; Changes in blood glucose; Nausea, dizziness; Chest pain, rapid heartbeat; Loss of sex drive; Frequent colds; Irregular periods. BEHAVIORAL SYMPTOMS: Eating more or less; Sleeping too much or too little; Isolating oneself from others; Procrastinating or neglecting responsibilities; Using alcohol or drugs to relax; Nervous habits (e.g. nail biting, pacing).	COMBAT: Weapon replaces some Physical damage with Anger damage. Anger damage is equal to 1/2 the physical damage rolled, rounded DOWN (More powerful weapons will instead do ADDITIONAL damage equal to the physical damage, or even 2x the damage with all physical damage being converted to Anger damage as well for Artifact level weapons).	SOCIAL: +1 to Reaction Rolls if wielder is Hostile. Gain 1d4 actions if wielder is Obsequious.
Contempt		Contempt is a secondary emotion and is a mix of the primary emotions disgust and anger.	COMBAT: Subdual damage is impossible by any individual involved in this combat. Weapon does 1d4 Anger damage in addition to its Physical damage	SOCIAL: Lose 1d4 actions if wielder holds any stance but Obsequiousness. +1 to Reaction Rolls if wielder is Obsequious.
Disgust		In The Expression of the Emotions in Man and Animals, Chrlas Derwan wrote that disgust is a sensation that refers to something revolting. Disgust is experienced primarily in relation to the sense of taste (either perceived or imagined), and secondarily to anything which causes a similar feeling by sense of smell, touch, or vision. Musically sensitive people may even be disgusted by the cacophony of inharmonious sounds. There is a strong link between disgust and anxiety disorders such as spider phobia.	COMBAT: Save each round or lose the ability to take action that round. NPC combatants will seek to avoid the wielder. PC combatants must successfully Save in order to take action against the wielder.	SOCIAL: Sensation of Disgust is centered on Wielder. All Social Actions are at -2 except Attack and Sneak Attack. The Hire action is impossible.
Irritation		Irritation: Excitement of anger or passion; provocation; exasperation; anger.	COMBAT: Save every round or be forced to attempt to harm the wielder.	SOCIAL: Negotiate, Hire, Trade, Converse and Question attempts lose 1d4 actions. Gift, Grovel and Honor actions cost 1d6-3 actions, with negative numbers reflecting a gain (and the present action costing zero).
Horror		Horror is the feeling of revulsion that usually occurs after something frightening is seen, heard, or otherwise experienced. It is the feeling one gets after coming to an awful realization or experiencing a deeply unpleasant occurrence.	COMBAT: Upon first wielding and every three rounds after, PCs: save or lose an action for that turn. NPCs: Make a morale check at -1 for every previous check this combat. This weapon does an additional 1d4 Fear damage, creatures brought to 0 hp will have died of fright instead of fleeing.	SOCIAL: lose 1d6 actions but any Demand or Threaten actions made are at +2.
Terror		Terror is the feeling of dread and anticipation that precedes the horrifying experience.	COMBAT: This weapon can only do Fear damage. Any creature brought to 0 hp will have died of fright instead of running away. Upon first wielding and every three rounds after, PCs: save or lose an action for that turn, NPCs: Make a morale check at -2 for every previous check this combat.	SOCIAL: Sneak Attack actions are automatically successful. Attack actions become Sneak Attacks with +4 on the Surprise roll. Question actions are fulfilled at a cost of 3 actions but are made as if the Bond level between the two parties was 8.
Anxiety	Negative & not in control	Anxiety is an unpleasant state of inner turmoil, often accompanied by nervous behavior, such as pacing back and forth, somatic complaints and rumination. It is the subjectively unpleasant feelings of dread over something unlikely to happen, such as the feeling of imminent death. Anxiety is not the same as fear, which is felt about something realistically intimidating or dangerous and is an appropriate response to a perceived threat; anxiety is a feeling of fear, worry, and uneasiness, usually generalized and unfocused as an overreaction to a situation that is only subjectively seen as menacing. It is often accompanied by restlessness, fatigue, problems in concentration, and muscular tension.	COMBAT: Weapon does 1d4 additional Confusion damage. Morale checks are made at -1.	SOCIAL: NPCs will select the Avoid action on a roll of 1 on 1d6. Pray actions are at +1
Embarrassment		Embarrassment is an emotional state of intense discomfort with oneself, experienced upon having a socially unacceptable act or condition witnessed by or revealed to others. Usually some amount of loss of honor or dignity is involved, but how much and the type depends on the embarrassing situation. It is similar to shame, except that shame may be experienced for an act known only to oneself. Also, embarrassment usually carries the connotation of being caused by an act that is merely socially unacceptable, rather than morally wrong.	COMBAT: Weapon does +1d4 Subdual damage.	SOCIAL: Negotiate, Insult, Trade and Hire actions are at +1. Honor, Gift, Relax and Seduce actions fail automatically.
Fear		Fear is an emotion induced by a threat perceived by living entities, which cause a change in behavior, such as running away, hiding or fleeing from traumatic events. Fear may occur in response to a specific stimulus happening in the present, or to a future situation, which is perceived as risk to health or life, status, power, security, or in the case of humans wealth or anything held valuable. The fear response arises from the perception of danger leading to confrontation with or escape from/avoiding the threat.	COMBAT: Weapon can only do Fear damage (More powerful weapons may do 1.5x or eve 2x their die roll in fear damage). NPCs must make a Morale check every round. PCs must Save or be at -2 for all actions this combat.	SOCIAL: Demand, Bluff, Insult, Negotiate and Pray actions are at +1. Joke actions are treated as Threaten actions. Attack and Sneak Attack actions force a Morale check at -1 and -3, respectively.
Helplessness		Helplessness: A feeling of inadequacy or impotence.	COMBAT: Anyone within the area of effect must successfully Save in order to take an action in any round.	SOCIAL: NPCs take Avoid actions 3 times in 6. Question actions are answered 50% of the time. Request actions are met with indifference. Trade and Negotiate actions are at +2.
Powerlessness		Powerlessness: The state or character of being powerless; absence or lack of power. Lacking physical strength or vigor; weak. Lacking in power, as to act effectively.	COMBAT: Weapon does +1d4 Fear damage. Anyone within the area of effect must Save in order to accomplish any action except Fleeing.	SOCIAL: Threaten actions give +2 to rolls for the entire encounter instead of the next roll.
Worry		Worry is an emotion that arises over and is experienced as anxiety or concern about a real or imagined issue.	COMBAT: Weapon does +1d4 Confusion damage.	SOCIAL: NPCs will take the Avoid action on a roll of 1 on 1d6, explaining that they've forgotten to accomplish some menial task. Insult and Pray actions are at +1, Joke actions are treated as Insult actions.

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Doubt	Negative thoughts	Doubt , a status between belief and disbelief, involves uncertainty or distrust or lack of sureness of an alleged fact, an action, a motive, or a decision. Doubt brings into question some notion of a perceived "reality", and may involve delaying or rejecting relevant action out of concerns for mistakes or faults or appropriateness. Some considerations of doubt emphasize the state in which the mind remains suspended between two contradictory propositions and unable to assent to either of them.	COMBAT : Weapon divides its damage equally between Physical and Confusion damage. More powerful weapons may do a normal amount of Physical damage and an equal amount of Confusion damage. Artifacts may do 3x the amount of Confusion damage, but no Physical damage.	SOCIAL : Negotiate, Trade, Pray, Relax and Seduce actions are at -1. Gamble and Hire actions fail automatically. Honor, Insult and Shame actions are at +1.
Envy		Envy is an emotion which 'occurs when a person lacks another's superior quality, achievement, or possession and either desires it or wishes that the other lacked it'.	COMBAT : Every round, anyone within the area of effect must Save or be forced to attempt to cause harm to the wielder. The wielder must save or fall into an envy-fueled Rage at a random target within sight, gaining +1 to damage and -2 to AC. Failed saves may retry in 10 rounds.	SOCIAL : Trade, Gift and Grovel actions are at +1; Insult actions provoke an Attack 1 time in 6.
Frustration		Frustration is a common emotional response to opposition. Related to anger and disappointment, it arises from the perceived resistance to the fulfillment of individual will. The greater the obstruction, and the greater the will, the more the frustration is likely to be. Causes of frustration may be internal or external. In people, internal frustration may arise from challenges in fulfilling personal goals and desires, instinctual drives and needs, or dealing with perceived deficiencies, such as a lack of confidence or fear of social situations.	COMBAT : Anyone within the area of effect must save every round or be at -1 damage and AC. Those who have failed a save recover when the weapon is sheathed or put away.	SOCIAL : Demand, Threaten and Insult actions will provoke an attack 1 time in 6. Question actions are resolved as if the Bond between the parties was 3 levels LOWER than it would otherwise be. Avoid actions may become Sneak Attacks 1 time in 6. Honor actions, if successful may ameliorate the effects of the weapon for 1d4 actions.
Guilt		Guilt is a cognitive or an emotional experience that occurs when a person realizes or believes "accurately or not" that he or she has compromised his or her own standards of conduct or has violated a moral standard, and bears significant responsibility for that violation.	COMBAT : Weapon does +1d4 Confusion damage. If used in an attack that uses Confusion damage, increase the additional damage to 1d6.	SOCIAL : Insult actions are automatically successful, but may provoke an Attack 1 time in 6 (this attack is never a Sneak Attack). Demand, Pray, Negotiate and Request actions get a +2 bonus. Joke actions are treated as Insults (50%) or Threaten actions (50%).
Shame		A 'sense of shame ' is the consciousness or awareness of shame as a state or condition. Such shame cognition may occur as a result of the experience of shame affect or, more generally, in any situation of embarrassment, dishonor, disgrace, inadequacy, humiliation, or chagrin. A condition or state of shame may also be assigned externally, by others, regardless of one's own experience or awareness. 'To shame' generally means to actively assign or communicate a state of shame to another. Behaviors designed to 'uncover' or 'expose' others are sometimes used for this purpose, as are utterances like 'Shame!' or 'Shame on you!'.	COMBAT : +1d4 Charm damage. Commands given by leaders that require a moral check are at -1.	SOCIAL : Demand, Request and Pray actions are at +2, but 1 time in 6 will cause further actions to be at -2 due to resentment.
Boredom	Negative & passive	Boredom is an unpleasant, transient affective state in which the individual feels a pervasive lack of interest and difficulty concentrating on the current activity. Boredom is also as a response to a moderate challenge for which the subject has more than enough skill.	COMBAT : All within the area of effect must Save every third round. Failed saves mean that no further action may be taken (except defensive ones) until the victim leaves the area of effect (usually by the weapon being sheathed or moving to another part of the battlefield.)	SOCIAL : All actions are at -2. Anyone within the area of effect must Save to accomplish any action except Avoid.
Despair		Depression or Despair is a state of low mood and aversion to activity that can affect a person's thoughts, behavior, feelings and sense of well-being. Depressed people can feel sad, anxious, empty, hopeless, worried, helpless, worthless, guilty, irritable, hurt, or restless. They may lose interest in activities that once were pleasurable, experience loss of appetite or overeating, have problems concentrating, remembering details, or making decisions, and may contemplate, attempt, or commit suicide.	COMBAT : Upon the first appearance of the weapon on the battlefield, and every third round, PCs must Save in order to take action. NPCs must make a Morale check on a similar schedule, with a failed check causing them to sit where they stood and take no further actions. NPCs must continue making morale checks every third round (at +2) and become suicidal after three consecutive failures.	SOCIAL : As combat. Failed saves/morale checks cause inaction. Continued failed morale checks (3 consecutive) cause suicidal ideation.
Disappointment		Disappointment is the feeling of dissatisfaction that follows the failure of expectations or hopes to manifest. Similar to regret, it differs in that a person feeling regret focuses primarily on the personal choices that contributed to a poor outcome, while a person feeling disappointment focuses on the outcome itself.	COMBAT : Weapon does +1d4 Anger damage. Morale checks and Saves related to self worth (such as against a Charm enchantment) are at -1.	SOCIAL : Grovel, Honor, Trade, Hire and Gift actions are at -2. Drink, Insult and Shame actions are at +2.
Hurt		Suffering, hurt or pain in a broad sense, is an experience of unpleasantness and aversion associated with the perception of harm or threat of harm in an individual. Suffering is the basic element that makes up the negative valence of affective phenomena.	COMBAT : Weapon does half of its damage (rounded DOWN) as Confusion damage. Anyone within the area of effect must Save on initial appearance and every third round thereafter or take 2d6 Confusion damage.	SOCIAL : Threaten and Pray actions are at +2. Attack actions are treated as Sneak Attacks and are at +2 (this applies to Sneak Attack actions as well). Honor and Gift actions automatically fail.
Sadness		Sadness is emotional pain associated with, or characterized by feelings of disadvantage, loss, despair, helplessness and sorrow. An individual experiencing sadness may become quiet or lethargic, and withdraw themselves from others. Crying is often an indication of sadness. Sadness is one of the 'six basic emotions' described by Paul Ekman, along with happiness, anger, surprise, fear and disgust.	COMBAT : Upon initial appearance of the weapon and every third round thereafter, all within the area of effect must Save or take 2d6 Subdual damage.	SOCIAL : Insult, Drink and Shame actions are at +2. Joke actions automatically fail.

Distress	Agitation	<p>Distress is a feeling of strain and pressure. Excessive amounts of stress however, may lead to many problems in the body that could be harmful. Stress can be created by internal perceptions that cause an individual to have anxiety or other negative emotions surrounding a situation, such as pressure, discomfort, etc., which they then deem stressful. COGNITIVE SYMPTOMS: Memory problems; Inability to concentrate; Poor judgment; Pessimistic approach or thoughts; Anxious or racing thoughts; Constant worrying; EMOTIONAL SYMPTOMS: Moodiness; Irritability or short temper, Agitation; inability to relax; Feeling overwhelmed; Sense of loneliness and isolation; Depression or general unhappiness; PHYSICAL SYMPTOMS: Aches and pains; Diarrhea or constipation; Increased frequency of urination; Indigestion; Changes in blood glucose; Nausea, dizziness; Chest pain, rapid heartbeat; Loss of sex drive; Frequent colds; Irregular periods. BEHAVIORAL SYMPTOMS: Eating more or less; Sleeping too much or too little; Isolating oneself from others; Procrastinating or neglecting responsibilities; Using alcohol or drugs to relax; Nervous habits (e.g. nail biting, pacing).</p>	<p>COMBAT: On the round of appearance and every third round thereafter, anyone within the area of effect must save or be at -2 AC and -2 damage.</p>	<p>SOCIAL: Bluff actions are at +3. Converse, Drink, and Request actions are at -1.</p>
Shock		<p>Common symptoms that sufferers of shock experience are: numbing; detachment; muteness; derealization; depersonalization or dissociative amnesia; continued re-experiencing a traumatic event by such ways as thoughts, dreams, and flashbacks; and avoidance of any stimulation that reminds them of the event. The most common symptoms are fatigue, slower reaction times, indecision, disconnection from one's surroundings, and inability to prioritize.</p>	<p>COMBAT: Weapon does +1d4 Confusion damage. When the weapon first makes an appearance on the battle field, all within the area of effect must Save (PCs) or roll a Morale check (NPCs). Failed Saves/Morale checks cause two rounds of action to be lost. Repeat these checks every 5th round.</p>	<p>SOCIAL: As an initial action, the Insult, Demand, Shame and Threaten actions are at +2. They are at +1 thereafter. Seduce actions are at -2, but half of their effect is permanent if it succeeds.</p>
Tension		<p>Tension is a feeling of strain and pressure. Excessive amounts of stress however, may lead to many problems in the body that could be harmful. COGNITIVE SYMPTOMS: Memory problems; Inability to concentrate; Poor judgment; Pessimistic approach or thoughts; Anxious or racing thoughts; Constant worrying; EMOTIONAL SYMPTOMS: Moodiness; Irritability or short temper, Agitation; inability to relax; Feeling overwhelmed; Sense of loneliness and isolation; Depression or general unhappiness; PHYSICAL SYMPTOMS: Aches and pains; Diarrhea or constipation; Increased frequency of urination; Indigestion; Changes in blood glucose; Nausea, dizziness; Chest pain, rapid heartbeat; Loss of sex drive; Frequent colds; Irregular periods. BEHAVIORAL SYMPTOMS: Eating more or less; Sleeping too much or too little; Isolating oneself from others; Procrastinating or neglecting responsibilities; Using alcohol or drugs to relax; Nervous habits (e.g. nail biting, pacing).</p>	<p>COMBAT: On the round of appearance and every third round thereafter, anyone within the area of effect must save or be at -2 AC and -2 damage.</p>	<p>SOCIAL: Bluff actions are at +3. Converse, Drink, and Request actions are at -1.</p>
Amusement	Positive & lively	<p>Amusement is the state of experiencing humorous and entertaining events or situations, and is associated with enjoyment, happiness, laughter and pleasure.</p>	<p>COMBAT: On the round of appearance and every round thereafter, anyone within the area of effect must save or double over with laughter, causing all actions to be made at -2.</p>	<p>SOCIAL: Converse, Drink, Gamble and Joke actions are at +1.</p>
Delight		<p>Delight: A high degree of gratification of mind; a high-wrought state of pleasurable feeling; lively pleasure; extreme satisfaction; joy.</p>	<p>COMBAT: Reaction rolls are made at +2. Weapon does +1d4 Charm damage.</p>	<p>SOCIAL: Drink actions are at +2, Shame and Threaten actions are at -2. Sneak Attack actions fail.</p>
Elation		<p>Elation: An exhilarating psychological state of pride and optimism.</p>	<p>COMBAT: Reaction rolls are at +2. Weapon does +1d4 Confusion damage.</p>	<p>SOCIAL: Converse, Threaten and Seduce actions are at -2; A Save must be made to perform an Attack or Sneak attack action; Bond levels are treated as if they were 2 higher.</p>
Excitement		<p>Excitement: That which excites or rouses; that which moves, stirs, or induces action; a motive.</p>	<p>COMBAT: Everyone within the area of effect gains +2 on physical damage rolls. Morale checks within the area of effect are made at +1</p>	<p>SOCIAL: Drink, Honor and Threaten actions are at +2, Grovel actions are met with puzzlement (they automatically fail) but cost no actions. Shame and Request actions may (1 chance in 6), improve Bond by +1.. Avoid actions have a 1 in 6 chance of granting 1d4+1 additional actions instead.</p>
Eustress		<p>Eustress refers to a positive response one has to a stressor, which can depend on one's current feelings of control, desirability, location, and timing of the stressor. Potential indicators of eustress may include responding to a stressor with a sense of meaning, hope, or vigor. Eustress has also been positively correlated with life satisfaction and well-being.</p>	<p>COMBAT: All within the area of effect who FAIL a Save each round gain +1 to hit, +1 to damage and make Morale checks at +2. Once a Save is failed, do not re-check</p>	<p>SOCIAL: Gambling actions are at +4. Trade actions have a 2 in 6 chance of granting 1d4+1 additional actions. Relax actions are rolled as Seduction actions (though they are still RELAX actions, not Seduction ones, and if successful, improve Bond ratings by 1d4-1 (minimum of 1) permanently.</p>
Happiness		<p>Happiness is a mental or emotional state of well-being characterized by positive or pleasant emotions ranging from contentment to intense joy. A variety of biological, psychological, religious, and philosophical approaches have striven to define happiness and identify its sources.</p>	<p>COMBAT: This weapon can only do Charm damage. Reaction rolls are at +2</p>	<p>SOCIAL: Failures on Bluff, Converse, Threaten and Hire actions may be rerolled once per encounter.</p>
Joy		<p>Joy: A feeling of extreme happiness or cheerfulness, especially related to the acquisition or expectation of something good. Gaiety; merriment; festivity.</p>	<p>COMBAT: All within the area of effect must Save every round or spend the round dancing and carousing. This check is made at -1 for every 3 checks. On three consecutive failures, the victim is in a permanent state of euphoria</p>	<p>SOCIAL: Threaten actions are treated as Drink actions. Request, Demand and Honor actions are made at +2.</p>
Pleasure		<p>Pleasure describes the broad class of mental states that humans and other animals experience as positive, enjoyable, or worth seeking. It includes more specific mental states such as happiness, entertainment, enjoyment, ecstasy, and euphoria.</p>	<p>COMBAT: This weapon can only do Charm damage. Upon first wielding the weapon in any combat, everyone within the area of effect must make a Save at +4 or be Charmed as the spell. Opponents hit by this weapon cannot go into a Rage and if are already Raging, immediately drop out of it, with all attendant consequences.</p>	<p>SOCIAL: Seduce actions are at -1, but if successful, the owner of the weapon may choose to have a temporary 1d6+1 boost to Bond or a permanent 1d2+1 boost; Drink, Converse and Pray actions are at +2. Question actions are treated as if the Bond were 1d4+1 points higher (re-roll every OTHER question).The effect of the Gift action is doubled.</p>

Affection	Caring	Affection , attraction, infatuation, or fondness is a 'disposition or rare state of mind or body' that is often associated with a feeling or type of love, amounting to more than goodwill or friendship.	COMBAT : Opponents may be Turned as a Cleric of 1/2 the wielder's level. Those successfully Turned will cease combat unless attacked again. Further, they will interfere with those unaffected, imploring them to stop.	SOCIAL : Converse, Drink, and Joke actions may (1 chance in 6) increase Bond by 1. Failed results of actions cost a maximum of one additional action and only reduce reaction by 1.
Empathy		Empathy : Caring for other people and having a desire to help them; experiencing emotions that match another person's emotions; discerning what another person is thinking or feeling; and making less distinct the differences between the self and the other.	COMBAT : Initial reaction rolls are at +1. All within range must Save on the first round of the weapon's appearance and every third round thereafter. Those who fail their saves receive as much damage as they inflict.	SOCIAL : Grovel actions are at +2. Threaten actions, if failed are treated as failed Drink actions instead. Trade and Gift actions are treated as if the trade or gift item were 1.5 times as valuable.
Friendliness		Friendliness is a personality trait manifesting itself in individual behavioral characteristics that are perceived as kind, sympathetic, cooperative, warm and considerate. Facets that are grouped under agreeableness are: trust, straightforwardness, altruism, compliance, modesty, and tender-mindedness.	COMBAT : This weapon does +1d6 charm damage. Reaction rolls have a MINIMUM result of Neutral; Requests by the wielder to stop combat succeed unless a Save at -2 is made.	SOCIAL : Reaction can never fall below Neutral, unless an Attack or Sneak Attack action is taken. Attack actions are resolved as Sneak Attacks and Sneak Attacks gain an additional +2 to hit.
Love		Love as a general expression of positive sentiment (a stronger form of like) is commonly contrasted with hate (or neutral apathy); as a less sexual and more emotionally intimate form of romantic attachment, love is commonly contrasted with lust; and as an interpersonal relationship with romantic overtones, love is sometimes contrasted with friendship, although the word love is often applied to close friendships.	COMBAT : This weapon can only do Charm damage. Initial reaction rolls are at -2 but subsequent checks are at +1. Opponents can be Turned as a Cleric of 1/2 the level of the Wielder (or at full levels if, for any reason, the wielder can gain a reaction roll bonus of +3 or more, including the +1 bonus this weapon gives for subsequent checks). Those successfully Turned will cease combat unless attacked again. Further, they will interfere with those unaffected, imploring them to stop. Rolls that return as 'D' on the Turning table result in offers of Fealty and will cause the Turned combatants to act as Hirelings for the cost of room and board. Barring maltreatment, this result is permanent.	SOCIAL : All actions are at +1
Courage	Positive thoughts	Courage is the ability and willingness to confront fear, pain, danger, uncertainty, or intimidation. Physical courage is courage in the face of physical pain, hardship, death, or threat of death, while moral courage is the ability to act rightly in the face of popular opposition, shame, scandal, or discouragement.	COMBAT : Those within the area of effect cannot fail Morale checks and Save vs. Fear effects at +4	SOCIAL : Threaten and Pray actions automatically fail, but Joke, Hire and Gable actions are at +2. Additionally, successful Hire actions grant a permanent +1 to Morale checks.
Hope		Hope is the 'feeling that what is wanted can be had or that events will turn out for the best' or the act of 'look[ing] forward to something with desire and reasonable confidence' or 'feel[ing] that something desired may happen'. Other definitions include: 'to cherish a desire with anticipation'; 'to desire with expectation of obtainment'; or 'to expect with confidence.	COMBAT : Initial Reaction Rolls are at +1; The first two Morale checks always succeed.	SOCIAL : Sneak attack actions are automatically successful. Converse, Honor, Negotiate, Trade, Gift and Hire actions are at +2.
Pride		Pride refers to a satisfied sense of attachment toward one's own or another's choices and actions, or toward a whole group of people, and is a product of praise, independent self-reflection, or a fulfilled feeling of belonging.	COMBAT : Within the area of effect, the first two Morale rolls always succeed. Initial reactions are at +1 if the wielder's stance is Friendly or +2 if Obsequious	SOCIAL : Demand actions are ignored as if they hadn't been made and cost no actions the first time they are made. Grovelling and Honoring actions are at +2. Failed Negotiation and Trade actions impose a -1 (further, in the case of badly failed Negotiation actions) penalty on the next check
Satisfaction		Satisfaction or Contentment is the acknowledgement and satisfaction of reaching capacity. The level of capacity reached may be sought after, expected, desired, or simply predetermined as the level in which provides contentment. Contentment is synonymous with Happiness but is more basic or prior to happiness that can be derived from outer achievement or self-improvement.	COMBAT : Initial Reaction rolls are at +2 if wielder is Friendly. All within the area of effect must Save every round. Failed saves give a -2 penalty to all damage rolls until the PC or NPC who failed the save leaves the area of effect, as they are quite satisfied with even minimal effort	SOCIAL : Insult actions fail. Demand actions automatically succeed but there's a 1 in 6 chance that the one demanded of will perceive the wielder to be satisfied with half of the amount demanded. Negotiate and Trade actions are at -2 (they are already satisfied), but successful actions only cost the wielder 1/2 of what they offered (they are satisfied with that too..)
Trust		Trust : One party (trustor) is willing to rely on the actions of another party (trusted); the situation is directed to the future. In addition, the trustor (voluntarily or forcedly) abandons control over the actions performed by the trustee. As a consequence, the trustor is uncertain about the outcome of the other's actions; they can only develop and evaluate expectations. The uncertainty involves the risk of failure or harm to the trustor if the trusted will not behave as desired.	COMBAT : This weapon does +1d6 Confusion damage. Initial Reaction Rolls have a minimum result of Neutral. If the wielder's stance is Friendly, the Reaction Roll gains a +2. Everyone within the area of effect must make a Save every time a command of any sort is shouted by anyone. Those who fail their saves will obey instantly, though directly harmful or suicidal commands will be ignored.	SOCIAL : All social rolls are treated as if the Bond between the parties was at LEAST 'Friend' (calculate Bond scores from the base of Bond level 8 instead of 1.) A successful save Negates.
Calm	Quiet positive	Calmness is the mental state of being free from agitation, excitement, or disturbance. It also refers being in a state of serenity, tranquility or peace. Calmness can most easily occur for the average person during a state of relaxation, but it can also be found during much more alert and aware states.	COMBAT : A Save must be rolled by everyone within the area of effect when this weapon first makes its appearance. Those who fail will calmly walk away from the fight. Those affected may Save to overcome the effect after one day has passed.	SOCIAL : Threaten, Insult, Joke Honor and Demand actions are at -2; Sneak Attack actions are resolved as Attack actions. Question actions do not consume an action 1 time in 6.
Content		Contentment is simply a way of accepting one's life state and being grateful or happy with it. Many see contentment as an attitude towards situations. It may even be argued that this attitude of contentment leads to more positive outcomes as a result of the de-stressing that goes with being contented. More mystically, contentment can be understood as an innate state before any intellectual judgement about life situations has entered into the picture.	COMBAT : Upon first revealing this weapon and every third round thereafter, those within the area of effect must Save or suffer a -2 to hit, damage and AC as they are perfectly happy with even moderate efforts.	SOCIAL : Honor, Grovel, Insult and Joke actions are at -1. Trade actions may (2 chances in 6) result in the NPC being content with one half of what is on offer. PCs must save to avoid this effect (only the wielder makes this check).
Relaxed		Relaxation in psychology, is the emotional state of a living being, of low tension, in which there is an absence of arousal that could come from sources such as anger, anxiety, or fear.	COMBAT : Upon entering combat with this weapon, those within the area of effect are immune to Fear effects. Every 3rd round (counting from the 1st round of combat) those within the area of effect must Save or refuse to fight, though they will defend themselves.	SOCIAL : Converse, Drinking, Gamble, Joke and Request actions are at +1. Drink actions have a 1 in 6 chance of granting 1d4+1 additional actions.
Relieved		Relief is an emotion and the opposite of distress - when the negative feelings associated with pain, anxiety or oppression have been removed.	COMBAT : When this weapon is first drawn in combat, those within the area of effect gain a +2 to Morale. Every third round, anyone who does not have this weapon's bonus to Morale gains it.	SOCIAL : Negotiate, Trade and Request actions are at +1 and whatever is offered will be increased by 20%. A Save negates.
Serene		Serenity is the quality or state of being tranquil; calmness.	COMBAT : Those within the area of effect of a wielded weapon of Serenity are incapable of aggression, though they will defend themselves. A Save at -2 (or -4 or -6 depending on the power of the weapon) can negate this effect for two rounds.	SOCIAL : Drinking and Gamble actions are at -2. Trade, Negotiate and Request actions may (1 time in 6) grant an additional 1d4+1 actions. Pray actions are at +1 Sneak Attack actions require a successful Save (at -2, -4 or -6, as appropriate) in order to succeed.

Interest	<div>Reactive</div>	Interest is a feeling or emotion that causes attention to focus on an object, event, or process.		COMBAT: Those within the area of effect of this weapon must attack the wielder (if opposed) or defend the wielder (if aligned with). A successful Save prevents this effect for two rounds.	SOCIAL: Trade and Negotiate actions are at +2. All other actions are at +1, except Attack and Sneak Attack. There is a 1 in 6 chance that Avoid actions will instead grant 1d4+2 new actions.		
Politeness		Politeness is best expressed as the practical application of good manners or etiquette. It is a culturally defined phenomenon, and therefore what is considered polite in one culture can sometimes be quite rude or simply eccentric in another cultural context. While the goal of politeness is to make all of the parties relaxed and comfortable with one another, these culturally defined standards at times may be manipulated to inflict shame on a designated party.	COMBAT: Within the area of effect, a Save must be made in order to act aggressively. Those who fail their Save will tend to any wounded and try to ameliorate the fighting, regardless of which 'side' of the fight they were on.	SOCIAL: Sneak Attacks are resolved as Attack actions. Demand, Shame, Insult and Threaten actions are at -2. Drink, Gift and Honor actions are at +2			
Surprise		Surprise is a brief mental and physiological state, a startle response experienced animals and humans as the result of an unexpected event. Surprise can have any valence; that is, it can be neutral/moderate, pleasant, unpleasant, positive, or negative. Surprise can occur in varying levels of intensity ranging from very-surprised, which may induce the fight-or-flight response, or little-surprise that elicits a less intense response to the stimuli.				COMBAT: Those within the area of effect of this weapon must Save or lose a round of action. A new Save must be made every third round.	SOCIAL: Attack actions are resolved as successful Sneak Attack actions. Honor and Gift actions are at +2, Insult actions are at -2.
Curiosity		Curiosity is a behavior related to inquisitive thinking such as exploration, investigation, and learning.	COMBAT: Those within the area of effect of a wielded weapon must Save upon first entering the area of effect and every third round thereafter. Those who fail their Save spend a round being intensely interested in something other than combat. Those who fail their Save by 4 or more retain their interest permanently, though not so that it affects them in other ways, except as others might find their interest in say, types of grass, eccentric.	SOCIAL: Gift actions are at +2. Any action has a 1 in 6 chance of having a zero cost.			