

Roll for Traits

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Players can either roll for a random disability or discuss disability as part of their character concept with their GM, choosing specific traits, Frequencies, and IEs, keeping tropes to avoid in mind.

Game Masters especially who want to include a realistic percentage of disability in a game world's population may find these random generators useful to provide a varied population. Fantasy worlds don't need to have the same clusters of traits that we see in real-world experiences, but it's also beneficial to use real-world clusters (diagnoses, both common and rare, and which vary by region or get organized differently by different cultures) to better understand the experiences of those around us, which again is why the tables allow you to "choose or roll." Maybe you'll do a little of both, or maybe you'll use your first roll to find a real-world experience that includes that trait and learn more about it.

This suggestion also applies to the traits' IEs and Frequencies. Instead of using tables to determine these, you may choose a frequency that ties into the narrative that you're telling together, deciding in advance instead of leaving it to dice rolls.

Many people are afraid to represent these experiences in their games for fear of inaccuracy, but absence isn't necessarily

better, so we designed this book to get you started, to provide guidelines so you could feel free to add this inclusion creatively and respectfully.

Chance of Traits

15–20 percent of people worldwide in real life have some form of disability. In a world with less medical, therapeutic, and nutritional science but additional magic threats, the rate of disability is likely higher. GMs should decide the rate in the campaign world, but consider 20 percent to be the base rate. Roll 1d20, 1–4 indicating a disability. Any given population within that world should expect roughly the same percentage with possible variations based on environment and any number of other factors.

Number and Category of Traits

Many disabilities have multiple traits. Choose or roll on the following table to determine the number of traits your character has. If replicating a real-world cluster or more than one in the same character, you can increase or decrease the quantity.

d20	Traits
1–7	1
8–12	2
13–15	3
16–17	4
18–19	5
20	6

Next, determine whether those traits are physical or mental. The first trait is equally likely to be physical or mental. (Roll d20: 1–10 = physical, 11–20 = mental) Subsequent traits are more

likely to be in the same category, so add or subtract 2 cumulatively to the roll for the category of each additional trait. (e.g. 4 traits: First roll = 18 (mental), so the next roll would be 1–8 physical and 9–20 mental. Next roll = 10 (mental), so the next roll would be 1–6 physical and 7–20 mental. Next roll = 4 (physical), so the final roll would be 1–8 physical and 9–20 mental.) No matter how the range adjusts, a roll of 1 is always physical, and a 20 is always mental.

Impact Extent

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Each trait can vary in the impact of its expression. Roll on the following table to determine the impact of each trait. See the individual trait descriptions for impact explanations. Unless otherwise stated in the description, any saving throws required by the adverse effects are DC 8 + (IE). Note that the term “impact” and the Extent labels are used for mechanical shorthand to cover a wide variety of traits, but these terms aren’t always appropriate descriptors for their real-world counterparts. Players are encouraged to use more accurate descriptors or just the mechanical number. (e.g. Many neurodiverse traits are not appropriately described as “Acute” or with negative connotations; sensory disabilities, such as visual impairment,

may be better described as “Complete” at IE 4.) If a trait causes an additional experience without a listed IE, choose or roll on this table for the new experience’s IE.

Pushing Through and Masking

You can use significant effort and concentration to force yourself overcome the challenges associated with many traits, temporarily reducing the IE penalties of a trait by expending one Hit Die per IE until the end of the encounter or for 1 minute, whichever is longer. This only affects ability checks, not saving throws, and all rolls to maintain concentration while pushing through are made with disadvantage. You also have advantage on Charisma (Deception) checks to conceal your trait.

d20	IE
1–9	Mild (1)
10–15	Moderate (2)
16–18	Substantial (3)
19–20	Total (4)