

# Immunocompromised

August 3, 2022

You have a -(IE) penalty on all saving throws against disease.

## Real-world Examples

Addison Disease, Celiac Disease, Dermatomyositis, Graves Disease, Hashimoto Thyroiditis, Multiple Sclerosis, Myasthenia Gravis, Pernicious Anemia, Reactive Arthritis, Rheumatoid Arthritis, Sjögren Syndrome, Systemic Lupus Erythematosus, Diabetes, Down Syndrome

## Assistive Options

This is managed by avoiding diseases when possible.

## Magical Assistance

Magic that cures diseases can cure a disease once infection happens but cannot be used proactively.

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# Mouth Color Difference

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Your lips (50 percent), tongue (40 percent), or entire mouth interior (10 percent) is a color not normally associated with your ancestry. (The player and GM should discuss color or choose randomly from <https://www.random.org/colors/hex>.) While not extremely noticeable or easy to explain away, this gives disadvantage on disguise attempts and Charisma (Persuasion) checks in subcultures that emphasize appearance such as nobility or military. This trait has no IE.

## **Real-world Examples**

Cyanosis, Oral Thrush, Anemia, Addison Disease, Kaposi Sarcoma, Lichen Planus, Leukoplakia

## **Assistive Options**

Eating fruit that matches a normative mouth color can help but wears off in 2d10 minutes. Lipstick can cover lip color differences but wears off while eating or exposure to liquids.

## **Magical Assistance**

The [Color Flesh](#) cantrip can temporarily modify mouth color, but the target will not notice when it wears off.