

# Tail Difference

August 2, 2022

If your ancestry usually has a tail, yours is missing (IE 1) or (IE) times as long as is typical for someone of your height and ancestry. If your ancestry does not usually have a tail, you have one with a length of  $50 + (IE) \times 20\%$  of your height. The tail is not prehensile but does help you balance, giving you a +(IE) bonus to balance-related Dexterity checks and saving throws. This gives you +(IE) to Dexterity (Sleight of Hand) checks but -(IE) to Charisma (Persuasion) checks with people who don't know you due to many people's discomfort around those with unexpected appearances, and some may mistake you for a [lycanthrope](#) or other shapeshifter.

## Real-world Examples

This is a fantasy trait with no real-world analog.

## Assistive Options

Loose-fitting clothing may allow you to hide the tail from casual observation.

## Magical Assistance

A [Seeming](#) spell or similar magical effect is necessary to hide the tail.

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# Ridges

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You have ridges, plates, or spikes running the entire length of your spine, each (IE) inches long. You can use these to make an unarmed attack causing 1d(IE) damage, either piercing or slashing damage, depending on the shape of the ridge. You cannot fit into magical armor, and a normal suit of armor costs +20 percent to allow openings that do not reduce the armor's integrity.

### **Real-world Examples**

This is a fantasy trait with no real-world analog.

### **Assistive Options**

These cannot be trimmed as they have blood vessels running through them. No mundane assistive options exist.

### **Magical Assistance**

A [Seeming](#) spell or similar magical effect is necessary to mask the protrusions.

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## **Neck Length Difference**

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Your neck is (IE) feet longer than the typical range for your ancestry. This allows you to see over some obstacles, but because the neck and spine are vulnerable, you take (IE) extra

damage from bludgeoning and slashing damage. You also have a -(IE) penalty to attempts at disguise or blending into a crowd.

### **Real-world Examples**

This is a fantasy trait and has no real-world analog, although the Kayan people of Myanmar wear heavy brass rings or coils that, from childhood onward, push the shoulders down, giving the appearance of a long neck, and can be uncomfortable when removed.

### **Assistive Options**

A custom cloak can attempt to disguise this condition with an opposed Charisma (Deception) check made with disadvantage and a -(IE) penalty.

### **Magical Assistance**

Spells like [Seeming](#) can attempt to temporarily mask this condition, but it does not eliminate the damage penalties.

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## **Horn Growth**

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You have a beak-like nose and upper lip with a rhinoceros-like horn. This allows you to use your horn as an unarmed attack, causing piercing damage instead of bludgeoning. It also gives you advantage on Charisma (Intimidation) checks but disadvantage on Charisma (Persuasion) checks.

### **Real-world Examples**

This is a fantasy trait with no real-world analog.

## Assistive Options

This has no mundane assistive technology.

## Magical Assistance

The [Seeming](#) spell can alter a person's appearance to mask this and other cosmetic differences.

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# Thermal Vision

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You can only see in the infrared portion of the spectrum, so you see heat as color but have [Colorblindness](#) and otherwise can't see light and dark, writing, or any other details except shapes as infrared light reflects off surfaces. In cold environments, this becomes especially challenging, as warm-blooded creatures shine like beacons but undead are nearly invisible. GMs should use their discretion how this affects vision, cover, and other visual factors. Your spellbook requires heat-sensitive ink that is difficult to find and costs triple the normal cost. To prepare a spell, you must expose your spellbook to a nearby heat source, at which point the ink gets warmer than the paper, allowing you to read it. You may find other writing alternatives like tactile methods if this ink is unavailable.

## Real-world Examples

This is a fantasy trait with no real-life analog.

## Assistive Options

While this disability has some advantages, it has no assistive technology options.

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# Periscopic Vision

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You can see around corners but not right in front of you. Similar to [Clairvoyance](#), you see as if standing (IE) × 10 feet ahead and the same distance to the right or left, facing 90 degrees from where your face points. This allows you to see around corners but not through opaque solid objects. You are unable to see areas directly in front of you. Your spellbook is made from heavy paper that allows you to inscribe spells with a stylus to be read by texture in your own personal texture code.

## Real-world Examples

This is a fantasy trait with no real-life analog.

## Assistive Options

A specialized artisan can craft a pair of prism glasses costing 200 gp + (IE) × 200 gp to reduce the IE by 1 while worn.

## Magical Assistance

The Clairvoyance spell or other magic that allows you to see from other perspectives can assist with this condition while active.

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# Microvision

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You can see very small or distant objects as if looking through a magnifying lens or telescope but are unable to focus on anything nearby. This extends your visual range by 20 × (IE) feet, adding this amount to the listed range for a ranged weapon up to the maximum, but giving disadvantage on any check requiring seeing that is closer than 10 × (IE) feet except for looking at fine details on an object, magnified 10 × (IE) times. You are unable to read normal-sized writing, and the spells in your spellbook are written too small for most eyes to read.

## Real-world Examples

This is a fantasy trait and doesn't exist in the real world.

## Assistive Options

Characters can use inverted binoculars to see closer, but this gives a limited field of view and requires the user to hold the binoculars with one hand.

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# Clairvoyance

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You can see (1d100 × 50) feet relative to your current location in a direction that changes every day after a long rest (Roll 1d8, 1=North, then clockwise, so 8 = Northwest), but you can't

see your immediate surroundings, nor do you know the direction or distance you're seeing. Regarding your immediate surroundings, you have [Blindness](#) (IE 4). Your spellbook is made from heavy paper that allows you to inscribe spells with a stylus to be read by texture in your own personal texture code.

### **Real-world Examples**

This is a fantasy trait with no real-world equivalent.

### **Assistive Options**

Detailed awareness of the surrounding area might give clues as to where you are seeing, but no device can correct for this.

### **Magical Assistance**

The Clairvoyance spell or equivalent can be used to temporarily correct for this by setting the sensor to the caster's face.