

# Tooth Shape Difference

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Your teeth are not within the range of shapes expected for your ancestry. Choose or roll on the following table. This trait does not have an IE. All of these give you a -1 penalty on disguise attempts.

d20	Tooth Difference
1-6	Buck Teeth
7-8	Fangs
9-14	Oversized
15	Sabertooth
16	Shark Teeth
17	Tusks
18-20	Undersized

- **Buck Teeth.** Your 2 top incisors are larger than usual and extend past your bottom lip when your mouth is closed. You can chew through materials as hard as wood, but you have a -1 penalty on Charisma (Persuasion) checks.
- **Fangs.** You have venomous fangs that allow you to make an unarmed bite attack. The bite causes 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed saving throw, or half as much damage on a successful one. You

have a -2 penalty on all Charisma (Persuasion) checks due to many people's fears of snakes, and you're likely to be mistaken for a snake person or, more likely, a vampire. This gives you a +1 bonus on Charisma (Intimidation) checks.

- **Oversized.** Your teeth and jaw are much larger than expected, giving you a grimacing resting face. This difference causes discomfort in social situations and gives you a -1 penalty on all social Charisma checks.
- **Sabertooth.** You have fangs that extend down to the bottom of your neck like a walrus or smilodon. You can use them to make an unarmed bite attack causing 2 (1d4) + Strength modifier piercing damage. Because this affects your speech, you must modify spells with verbal components to work within your verbal range, so you cannot use spell scrolls, and when learning a new spell with a verbal component, it takes 1.5 times as long to copy it into your spellbook as usual.
- **Shark Teeth.** You have several rows of sharp teeth in your mouth. You can make an unarmed Bite attack for 3 (1d6) plus your Strength modifier piercing damage. This affects both your appearance and your speaking ability, causing a -1 penalty on all Charisma (Persuasion) checks but a +1 on all Charisma (Intimidation) checks.
- **Tusks.** You have tusks on your lower jaw that extend halfway to your eyes, but unlike those of Orcish ancestry, your jaw is not designed to assist with the oversized teeth. (10 percent have tusks on both jaws like an Oni.) Because this affects your speech, you must modify spells with verbal components to work within your verbal range, so you cannot use spell scrolls, and when learning a new spell with a verbal component, it takes 1.5 times as long to copy it into your spellbook as usual.
- **Undersized.** Your teeth are smaller than expected for your

ancestry. While this has some mild cosmetic effects, it has no effect on game mechanics.

### **Real-world Examples**

Hyperdontia, Retained Primary Teeth

### **Assistive Options**

Short of extracting the teeth and replacing them with dentures, these have no mundane assistance.