

# Hyperelasticity

August 3, 2022



Your skin is soft and thin like velvet. It bruises, scars, and tears easily and heals slowly. You heal (IE)  $\times$  20% less hit points from a rest (minimum 1). If you have multiple traits, you may choose Dislocation or Flexibility as one or more of them.

## Real-world Examples

Ehlers-Danlos Syndrome, Marfan's Syndrome, Pseudoxanthoma Elasticum, Osteogenesis Imperfecta, Down Syndrome

## Assistive Options

Skin hyperelasticity doesn't have standard assistive help, but extra time for healing when needed is helpful.

## Magical Assistance

Damage taken while affected by a hardening effect such as Barkskin and Stoneskin will heal at the normal rate.

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# Eye Color Difference

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One or both of your eyes are colored outside the usual range of hues typical for your ancestry. Choose or roll on the following table.

d20	Eye Region
1-3	Pupil
4-10	Iris
11-17	Sclera (Whites)
18-20	Entire eye

The player and GM can choose the color or roll it randomly at <https://www.random.org/colors/hex>, ignoring results that would be typical unless only one eye is affected. While this coloration is relatively easy to cover, those who see it who aren't familiar with you in some cultures may associate it with otherworldliness and evil, so this gives you a -1 penalty on Charisma (Persuasion) checks but +1 on Charisma (Intimidation) checks.

### Real-world Examples

Jaundice, Primary Acquired Melanosis, Subconjunctival Hemorrhage, Osteogenesis Imperfecta, Marfan's Syndrome, Anemia

### Assistive Options

**Eye Dye:** This translucent pigment can change lighter colors into darker but not the opposite. Such dye lasts  $4d6 + 30$  minutes and tints the entire eye with the color. The dye irritates the eye, so when it wears off, the eye will be bloodshot for  $2d4$  hours

after. Where available, a vial of 20 uses typically sells for 1 gp.

A specialized artisan can craft a pair of sunglasses costing 200 gp to conceal your eyes.