

Disproportionate Growth

August 3, 2022



1d4 areas of your body are (IE) × 20 percent smaller than their typical proportion for your ancestry. Choose or roll on the following table. This smaller stature allows you to hide more easily, giving you a +(IE) bonus on Dexterity (Stealth) checks.

d20	Shortened Area
1–4	Trunk
5–7	Arms & Hands
8–10	Legs & Feet
11–13	Arms
14–16	Legs
17–20	Head

- **Trunk.** Because most of your internal organs are in your trunk, some are underdeveloped, causing a -(IE) penalty on Constitution saving throws.
- **Arms & Hands.** You can't use 2-handed weapons effectively. Because you have less leverage, you have a -(IE) penalty on contested Strength checks.
- **Legs & Feet.** Your movement speed is reduced by (IE) × 5 feet. You also have a -(IE) penalty on Dexterity checks to balance.
- **Arms.** Your arms are shorter, but your hands are average size. Because you have less leverage, you have a -(IE)

penalty on contested Strength checks.

- **Legs.** Your legs are shorter, but your feet are average size. Your movement speed is reduced by (IE) × 5 feet.
- **Head.** The reduced size of your head causes (IE) other traits according to the following table, each with its own IE.

d6	Trait
1	Seizures
2	Intellectual Disability
3	-(IE) on Dexterity checks to balance
4	Swallowing Difficulties
5	Hearing Loss
6	Refractory Issues

Real-world Examples

Achondroplasia, Turner Syndrome, Growth Hormone Deficiency, Spondyloepiphyseal Dysplasia Congenita, Microcephaly

Assistive Options

Wheelchairs and other mobility devices can be helpful to assist with some of the penalties associated with these traits.

Magical Assistance

Magic items that give magical strength such as a Girdle of Giant Strength can assist with the Strength penalties of some of these.

Diverse Face Shape

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Your face draws immediate attention. It isn't within the typical range of shapes of your ancestry. Part of your skull didn't grow like skulls usually do due to the bones fusing, growing at different rates or some other cause. Consequently, when people who don't know you see you, they usually only see your face. This gives you +(IE) to Dexterity (Sleight of Hand) checks but -(IE) (up to -4) to disguise checks or Dexterity (Stealth) checks to blend into a crowd as well as a -(IE) penalty on Charisma (Persuasion) checks due to many people's discomfort around those with unexpected appearances. Note however that some facial differences can give you a bonus on Charisma (Persuasion) or Charisma (Deception) checks instead, such as your face being seen as cute or more like a local ancestry.

Note that this is usually a permanent condition and does not fluctuate, but the player and GM are welcome to determine a magical version that fluctuates based on the Frequency table. Classic stimuli include sunrise/sunset, fluctuation of the moon, or stress.

Real-world Examples

Craniosynostosis, Hemifacial Microsomia, Plagiocephaly, Macrocephaly, Microcephaly, Agnathia, Down Syndrome, Hydrocephalus

Assistive Options

Characters can attempt to use a Disguise Kit (with penalties per Extent) or some kind of hood or helmet to cover their shape if they're trying to blend in, but otherwise, unless they have other traits, this trait by itself is cosmetic.