

# Infertility

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You have difficulty having biological children, impregnating someone, getting pregnant, or staying pregnant to term. While this rarely has a role in most games, the GM and player should carefully discuss its role in the game with each other and with other players, making use of [safety tools such as Lines & Veils](#). While this is true of every trait in the game, the likelihood of adult players being affected personally by this trait and the relative trauma associated with it is extremely high. While fertility rates will vary by ancestry, the likelihood decreases by (IE) × 25 percent.

## Real-world Examples

Miscarriage, Stillbirth, Diabetes, Celiac Disease, Cushing's Syndrome, Sickle Cell Anemia, Polycystic Ovary Syndrome, Cystic Fibrosis, Varicocele, Hypogonadism, Endometriosis

## Assistive Options

People who would like to have children but cannot due to infertility have introduced a third party to compensate, but this has many potential emotional challenges. Many consider adoption a preferable alternative that, while having its own challenges, also has obvious benefits for the adopted child. Mostly, compassion, not making suggestions, provides the greatest benefit.

## Magical Assistance

Legends of magical solutions to infertility abound, but they almost always come at great cost. Hags can assist in this issue, but hags are also known for the tragedy and corruption associated with their assistance.