

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.

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.

Hearing Loss

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You are hard of hearing, which gives a $-(IE)$ penalty on hearing-related checks but $+(IE)$ on saving throws related to attacks that use sound (e.g., banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.) An IE of Acute indicates that you are completely deaf. If you have multiple traits, you may choose Speech Impediment as one of them.

Real-world Examples

Osteogenesis Imperfecta, Patau Syndrome, Treacher Collins Syndrome, Ménière's Disease, Trauma

Assistive Options

An ear horn can reduce the IE by 1 for listening to a single target for all but those with Acute deafness, but the horn must be held in place with one hand or equivalent and aimed at the target. You can benefit from learning a sign language, which can be exchanged for any language or proficiency.