

# Hair Material Difference

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Your hair is composed of an unusual material. Choose or roll on the following table. Unless otherwise noted, 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 with those who don't know you due to many people's discomfort around those with unexpected appearances.

Generate Trait

| d20   | Hair Material |
|-------|---------------|
| 1-4   | Bone          |
| 5-6   | Crystal       |
| 7     | Fire          |
| 8-10  | Moss          |
| 11-12 | Smoke         |
| 13-14 | Spores        |
| 15    | Tendrils      |
| 16-18 | Vines         |
| 19-20 | Webs          |

- **Bone.** Instead of hair growing from your scalp, your skull has produced irregular bone patterns that extend out of

your head (IE) × 2 inches. You cannot wear most helmets or hats.

- **Crystal.** Your hair is composed of flexible transparent crystal, causing it to sparkle. You do not have the penalty on Wisdom (Perception) checks due to the perceived beauty of the crystal. This condition has no IE.
- **Fire.** Your hair follicles on your scalp produce a chemical that combusts when in contact with oxygen, which burns any hair that would grow there with the light and heat of a standard torch with only trace amounts of smoke. Your sweat glands on your scalp also produce an oil that protects your skin from the fire. This condition has no IE. Because of the danger of an open flame, most people will not allow you near their buildings. Disguise without magical means is nearly impossible. You have disadvantage on most Dexterity (Stealth) checks. You can't wear most hats, metal helmets will be affected as if by a [Heat Metal](#) spell, and you are not immune to the fire on the rest of your body. Attempting to smother the fire may be possible if covered completely so no air can reach it, but your head still produces the chemical, so as soon as the covering is removed, a flame twice the size and intensity burns for 1 round as the material is quickly consumed.
- **Moss.** Your hair follicles have moss spores growing in them that produce a layer of moss on your head. The moss has a distinct odor that gives creatures with heightened smell a +1 to Wisdom (Perception) checks to find you. This condition has no IE.
- **Smoke.** Your hair follicles emit a cloud of smoke that creates a heavily obscured area in a 10-foot radius per round. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. Keeping your head wet will prevent this smoke from spreading and will create

a growing paste of wet ash-like particles. Most building owners will not want you inside if not controlled. The smoke has a distinct odor that gives creatures with heightened smell a +1 to Wisdom (Perception) checks to find you. This condition has no IE.

- **Spores.** Your scalp produces fungal spores in a 5-foot radius that appear as a faint dusty mist around you. You are immune to these spores. Any creature that breathes and comes within range must succeed on a DC 5 Constitution saving throw against poison damage once per minute spent in range or develop [Pneumonia](#) in 2d4 days. This condition has no IE. A tight hat will limit the spread and reduce the saving throw to DC 3.
- **Tendrils.** 2d4 animated tendrils (IE) × 2 feet in length grow from your head. They act independently and seemingly randomly, knocking over nearby objects, unless you succeed on a DC 8 + (IE) Constitution check and maintain concentration. Once controlled, they can lift and move objects up to five pounds each but cannot attack.
- **Vines.** Your scalp produces leafy vines that grow 1/2 inch per day. If harvested, the leaves are edible, although most people wouldn't eat them due to their origin. This condition has no IE.
- **Webs.** Your hair grows as a strong sticky filament that grows 1 inch per day. Left unmanaged, it becomes a sticky ball. If carefully groomed with an oiled comb, it can be harvested as a rope or a net. If a creature is restrained with this rope, as an action, the restrained target can make a DC 8 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 8; hp 3; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). This condition has no IE.

## **Real-world Examples**

Monilethrix, Pili Torti, Trichorrhaxis, Trichothiodystrophy, Pili Trianguli et Canaliculi, Pili Multigemini, Pili Bifurcati, Pili Annulati

## **Assistive Options**

These unique hair traits have individual means of management, and other party members can help with patience and by asking how to be helpful.

## **Magical Assistance**

Magic that alters appearance can temporarily give the appearance of typical hair in some cases.