

Rash

August 3, 2022

Your body has an itchy rash that covers (IE × 20 percent) of it. This can include discoloration, hives, blisters, lesions, pustules, scaling, peeling, and/or sores. Because of the itchy distraction, you must succeed on a DC 5 + (IE) Constitution saving throw to maintain concentration each round on an applicable spell. You must also succeed on a DC 5 + (IE) Constitution saving throw every day or develop Infection.

Real-world Examples

Rosacea, Impetigo, Ringworm, Dermatitis, Eczema, Psoriasis, Lupus, Cellulitis, Hand, Foot, And Mouth Disease

Assistive Options

A successful DC 8 + (IE) Wisdom (Medicine) check with proper application of oil and herbs will reduce the IE by 1 for 2d4 hours.

Skin Color Difference

August 3, 2022



Even if you have a myriad of problems, somewhere out there are

friends for you too, and what other people see as mundane can be an adventure. Don't judge a book by its cover. You'll never know what's inside, or why.

-Anna Pz

Your body has colors or patterns not normally associated with your ancestry, usually one or more amorphous shapes on the skin covering 15 percent × (IE). These may be due to blood vessel abnormalities, burn scars, pigment differences, moles, or magical causes, and unless caused by injury, they typically don't feel different from other skin. While this coloration typically ranges from red to brown or black in the real world, magical causes could result in any number of colors (Choose randomly from <https://www.random.org/colors/hex>) or patterns, transparency, or even changing or moving. Consequently, when people who don't know you see you, they especially notice these differences. 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 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 mood changes.

Real-world Examples

Burns, Vitiligo, Birthmarks, Melasma, Tinea Versicolor, Rosacea, Psoriasis

Assistive Options

Players can attempt to conceal the coloration using clothing,

makeup, or a tattoo, but a Wisdom (Perception) check against the character's disguise skill (or the tattoo artist's disguise skill) will notice the color difference if not covered with clothing. Makeup will need to be monitored and reapplied daily or when exposed to water or sweat.

Magical Assistance

The [Seeming](#) spell can alter a person's appearance to mask this and other cosmetic differences.

Nose Difference

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d100	Difference
1–15	Bulbous
16–26	Enlarged
27–34	Elongated
35–39	Hanging
40–49	Hooked
50–54	Inverted nostrils
55–67	Fissures
68–75	Porcine

d100	Difference
76–85	Recessed
86–100	Warped

You have a nose that's outside of the expected range of shapes for your ancestry. This gives you +(IE) to Dexterity (Sleight of Hand) checks but -(IE) to Charisma (Persuasion) checks with people who don't know you due to many people's discomfort around those with unexpected appearances.

Real-world Examples

Rhinophyma, Deviated Septum, Rosacea, Wegener's Granulomatosis, Sarcoidosis, Relapsing Polychondritis

Assistive Options

The character can wear a helmet or other face covering to conceal the difference, but note that people in some cultures may tend to be less trusting of those with covered faces, giving disadvantage on Charisma (Persuasion) checks.

Magical Assistance

The [Seeming](#) spell can alter a person's appearance to mask this and other cosmetic differences.

Face Rash

August 3, 2022



Your face has a rash that covers (IE × 15 percent) of it. This can include discoloration, hives, blisters, lesions, pustules, scaling, peeling, and/or sores. 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.

Real-world Examples

Rosacea, Psoriasis, Lupus, Eczema

Assistive Options

A combination of makeup and salves can help reduce inflammation but need to be applied often. A jar of salve costs 1 sp for seven days' worth and must be applied every 2 hours to receive the benefits. One hour after application, the IE reduces by 1 for 2 hours, continuing as long as applications continue. The benefits wear off after 2.5 hours if not reapplied.

Face Color Difference

August 3, 2022



Your face has colors or patterns not normally associated with your ancestry, usually an amorphous shape on the skin covering 15 percent × (IE). These may be due to blood vessel abnormalities, burn scars, pigment differences, or magical causes. While the color typically ranges from red to brown or black in the real world, magical causes could result in any number of colors (Choose randomly from <https://www.random.org/colors/hex>) or patterns, even changing or moving. 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 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 above. Classic stimuli include sunrise/sunset, fluctuation of the moon, or mood changes.

Real-world Examples

Burns, Vitiligo, Birthmarks, Melasma, Tinea Versicolor, Rosacea, Psoriasis

Assistive Options

Players can attempt to conceal the coloration using makeup or a tattoo, but a Wisdom (Perception) check against the character's

disguise skill (or the tattoo artist's disguise skill) will notice the color difference. Makeup will need to be monitored and reapplied daily or when exposed to water or sweat.