

# Nose Difference

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<b>d100</b>	<b>Difference</b>
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
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.