

3d4 body types

Your body determines the mechanical differences of a creature. Roll 3d4 and see the outcome listed in the table below. If you would prefer a specific body type, work with your GM to find options that work at your table. These options are intentionally unbalanced. If you use this unbalance in a way that adversely effects the fun of the rest of the table, your table may rightfully give you a wedgie.

+-----+-----+		
Roll	Body Type	
+-----+-----+		
3	Outlier	
4	Large	
5	Flying	
6	Stout	
7-9	Common	
10	Nimble	
11	Fierce	
12	Outlier	
+-----+-----+		

Common

Humans and adjacent humanoids generally reside in the common body type. The common body is the standard by which all other bodies are compared.

Lifespan: Mature at 18, live less than a century

Size: Medium

Speed: 30ft

Nimble

Shorter and more agile than common bodies, nimble bodies sacrifice strength for dexterity.

Lifespan: Mature at 18, live less than a century

Size: Small

Speed: 25ft

Abilities: -2 STR, +2 DEX

Nimble movement

You may take the disengage or dodge actions as a bonus action.

Stout

Shorter and more squat than common bodies, nimble bodies sacrifice dexterity for strength and constitution.

Lifespan: Mature at 18, live less than a century

Size: Small

Speed: 25ft

Abilities: -2 DEX, +2 STR, +2 CON

Flying

Whether they are feathery, a skin membrane, or bug-like wings, you are granted flight.

Lifespan: Mature at 18, live less than a century

Size: medium

Speed: 25ft, flying 30ft

Large

You stand at roughly 10 feet tall. Your heart is massive, and you often need to duck down to squeeze through most doorways.

Lifespan: Mature at 18, live less than a century

Size: Large

Speed: 35ft

Abilities: -4 DEX, +2 STR, +2 CON

Big energy

Your unarmed attacks deal 2d6 bludgeoning damage. You start with +3 hit points, and when you roll your hit points, you may roll one additional die. Weapons made for large creatures deal double the number of dice in damage when wielded by you.

Fierce

Whether you're human, beast folk, or some other sort of creature, you are quite physically impressive. Your mental acuity seems to suffer from this, however.

Lifespan: Mature at 18, live less than a century

Size: Medium

Speed: 30ft

Abilities: -6 INT

Fierce Offense

Choose one of the following: - Fists/Claws: your unarmed attacks deal 1d4+STR damage, and are considered light weapons - Jaws: Your unarmed attacks deal 1d6+STR piercing damage - Horns: Your unarmed attacks deal 1d4+STR, and 1d12+STR directly after moving 15ft in a straight line

Fierce Gift

Choose one of the following: - Climb speed: 30ft climb speed - Roar: Consumes stamina die, 10ft range, WIS save or frightened for 1 minute. DC = 8 + PROF BONUS + CHA. Save can be repeated on start of turn. - Natural armor: Your natural AC is 12+DEX - Dark vision: you can see 30ft in darkness, 30 more feet in dim light. You are colorblind.

Outlier

You are a statistically unlikely specimen. Either roll or pick from the following options:

+-----+		
Roll	Body Type	
+-----+		
1	Wise Beast	
2-3	Construct	
4	Shapeshifter	
5	Specter	
6	Tiny	
7	Huge	
8	Corrupted	
+-----+		

Wise Beast

Whether you are a domesticated or wild species, common or exotic, you are more than a mere beast. Inside your head is a brain as sophisticated as a humanoid's. You may clumsily manipulate objects or carry them in your mouth, but wielding weapons is out of the question. Most will confuse you for a normal beast.

Lifespan: Between 15 and 25 years

Size: Medium

Speed: 40ft

Abilities: WIS +2, INT +2

Bite

Your unarmed attacks deal 1d6+STR piercing damage.

Construct

Lifespan: Endless, with sufficient maintenance

Size: Medium

Speed: 30ft

Abilities: CON +2

Inorganic

You may not eat, sleep, breathe, age, taste, nor feel touch. You are immune to poison and necrotic damage, but are weak to acid and lightning damage.

Main Feature

Choose one of the following: - Precise Wielding: All one-handed weapons are considered light for you - Targeting chip: You gain +2 to ranged attack rolls - X-Ray vision: You have blindsight of 30ft that can penetrate 5ft of wood, flesh, or similar soft materials, 1 foot of stone, or up to 1 inch of metal. - Jump Jets: You may expend a stamina die to gain a flying speed of 60ft for 6 seconds - Reinforced Hull: you gain a permanent +1 to your AC

It's feature, not a bug

Choose one of the following: - Your voice is distinctly distorted, mechanical, or otherwise unnatural - You are completely humorless - You crave sensations your body cannot experience - You abide by directives in your programming, and have no emotions - If a strong magnet touches your head, you experience amnesia - Biological functions such as breathing, eating, and sleeping disgust you - You have a bad habit of chewing on metal objects - You have difficulty remembering your past

Maintenance Routine

During a rest, you have different amenities than your organic counterparts. - 2lb of metal - 1 pint of oil - 1 pound of sand - Tinker's tools - Smith's tools - Fire - extra pint of oil - extra pound of sand - extra 2lb of metal - painter's kit

Shapeshifter

You have a common body. Which one is entirely your choice.

Lifespan: less than a century

Size: Medium

Speed: 30ft

Abilities: CHA +2

Shapeshift

You may change your physical form to match that of a creature with a common body type, provided you have seen that creature before. This change lasts until you are reduced to 0 hit points. Shapeshifting using an action takes roughly six seconds to complete. Shapeshifting via free object interaction or reaction consumes one stamina die and is nearly-instantaneous.

Specter

You have a common body. Well, you used to before you died. Now you walk the material plane as a spirit. If cut, you bleed ectoplasm instead of blood. You have resistance against non-magical physical damage and necrotic damage. You are vulnerable to radiant damage, and have disadvantage on saving throws to resist divine magical effects.

Lifespan: Indefinite

Size: Medium

Speed: 30ft

Incorporeal form

You may use your bonus action to consume a stamina die and shift between your corporeal and incorporeal forms. When incorporeal, you enter the ethereal plane and can view, but not interact with the happenings of the material plane.

Invisibility

You may use your action to consume two stamina dice and turn invisible for one minute.

Shift

Your true form has bright blue skin and no hair. You may use an action to mold your appearance to either match that of someone you have seen, or to return to your true form. You may only mimick a creature with a common body type.

Tiny

You stand roughly 5 inches tall. Weapons that you are capable of wielding deal 1 damage on a hit.

Lifespan: Roughly 50 years

Size: Tiny

Speed: 15ft

Pocket-sized

Your body has the following traits: - Your strength score is 3 - You start with 1 hit point, and increase to 2 and then 3 hit points later - You have a +10 to stealth checks

Huge

You stand roughly 15 feet tall, towering over those with even large bodies.

Lifespan: Three or four centuries

Size: Huge

Speed: 40ft

Titanic

Your unarmed attacks deal 3d8 bludgeoning damage. You start with double the starting hit points for your class, and when your health is rolled, you may roll twice the number of dice. Weapons made especially for your size deal three times the dice worth of damage.

Corrupted

Your body is common. Well, it was. You were corrupted. Roll up to 4 times against the corruption table in the book of maladies.

Lifespan: Mature at 18, live less than a century

Size: Medium

Speed: 30ft